

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

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# Unique solved — Adam\_GS

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

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

Filters: none

Count: 2,250

1.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,629 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

2.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,867 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Adam\\_GS's solution](#)

3.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,216 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Adam\\_GS's solution](#)

4.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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6.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,443 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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7.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

9.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Adam\\_GS's solution](#)

**10.**

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,521 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**11.**

2157A

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

Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**12.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Adam\\_GS's solution](#)

**13.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**14.**

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**15.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**16.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**17.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, strings

[Adam\\_GS's solution](#)

**18.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**19.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**20.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, implementation

[Adam\\_GS's solution](#)

**21.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, math

[Adam\\_GS's solution](#)

**22.**

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**23.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**24.**

2120A

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

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Adam\\_GS's solution](#)

**25.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,197 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

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**26.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**27.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**28.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Adam\\_GS's solution](#)

**29.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**30.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[Adam\\_GS's solution](#)

**31.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**32.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**33.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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**34.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**35.**

2035A

[Sliding](#) · [Tutorial](#)

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

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**36.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**37.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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**38.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**39.**

2008C

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

Quality: 36,472 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

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**40.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

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41.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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42.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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43.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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44.

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

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45.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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46.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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47.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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48.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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49.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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50.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)

**51.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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**52.**

1987A

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Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**53.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**54.**

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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**55.**

1968B

[Prefiqence](#) · [Tutorial](#)

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

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**56.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**57.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Adam\\_GS's solution](#)

**58.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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**59.**

1969A

[Two Friends](#) · [Tutorial](#)

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**60.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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**61.**

1942A

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

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

[Adam\\_GS's solution](#)

**62.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**63.**

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

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**64.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**65.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Adam\\_GS's solution](#)

**66.**

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

[Adam\\_GS's solution](#)

**67.**

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

[Adam\\_GS's solution](#)

**68.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Adam\\_GS's solution](#)

**69.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**70.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**71.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,303 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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**72.**

1898A

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

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**73.**

1899A

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

Quality: 92,721 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

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**74.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**75.**

1878A

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

Quality: 78,647 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**76.**

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

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**77.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,007 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

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**78.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,977 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**79.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**80.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,389 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**81.**

1879A

[Rigged!](#) · [Tutorial](#)

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

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**82.**

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

[Adam\\_GS's solution](#)

**83.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Adam\\_GS's solution](#)

**84.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**85.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,173 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**86.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,326 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

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**87.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

**88.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**89.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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**90.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,152 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Adam\\_GS's solution](#)

**91.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**92.**

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**93.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Adam\\_GS's solution](#)

**94.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**95.**

1843C

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

Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

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**96.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Adam\\_GS's solution](#)

**97.**

1843A

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

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Adam\\_GS's solution](#)

**98.**

1839A

[The Good Array](#) · [Tutorial](#)

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**99.**

1838A

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1840A

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**101.**

1831A

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**102.**

1832A

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**103.**

1825A

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**104.**

1818A

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**105.**

1823A

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**106.**

1821A

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**107.**

1816A

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**108.**

1797A

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1805B

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1805A

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1809A

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1804A

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1799A

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**114.**

1787A

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1782A

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1768A

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**117.**

1773F

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**118.**

1765B

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**119.**

1764A

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**120.**

1761A

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**121.**

1750B

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**122.**

1750A

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**123.**

1747A

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**124.**

1740B

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**125.**

1740A

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**126.**

1754A

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**127.**

1754B

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**128.**

1749A

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**129.**

1746A

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**130.**

1741B

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**131.**

1741A

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**132.**

1746B

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**133.**

1742B

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**134.**

1742A

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**135.**

1735A

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1730A

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**137.**

1728B

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**138.**

1728A

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**139.**

1721A

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1713A

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**141.**

1704A

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1709A

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**143.**

1706A

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**145.**

1695A

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1694A

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**147.**

1691A

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**148.**

1684B

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1684A

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1680B

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1680A

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1607A

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964A

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1671A

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**158.**

1669C

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1629A

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1405A

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1665A

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1647A

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**169.**

1644B

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1644A

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1614A

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**183.**

1612A

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1589A

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1582A

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**186.**

1586A

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

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**187.**

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1594A

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1592A

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1579A

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1567A

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1560C

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**197.**

1560B

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**198.**

1560A

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Quality: 73,507 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**199.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Adam\\_GS's solution](#)

**200.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Adam\\_GS's solution](#)

**201.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**202.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**203.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**204.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**205.**

1527A

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

Quality: 41,899 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Adam\\_GS's solution](#)

**206.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**207.**

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Adam\\_GS's solution](#)

**208.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**209.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

**210.**

1551A

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

Quality: 58,350 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**211.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,262 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**212.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**213.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**214.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**215.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**216.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Adam\\_GS's solution](#)

**217.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**218.**

1536A

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

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

[Adam\\_GS's solution](#)

**219.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**220.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**221.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**222.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**223.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,085 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**224.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Adam\\_GS's solution](#)

**225.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Adam\\_GS's solution](#)

**226.**

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**227.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Adam\\_GS's solution](#)

**228.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**229.**

1520A

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

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**230.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**231.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**232.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**233.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**234.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**235.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**236.**

1480A

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

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

[Adam\\_GS's solution](#)

**237.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**238.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**239.**

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Adam\\_GS's solution](#)

**240.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**241.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**242.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**243.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**244.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**245.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Adam\\_GS's solution](#)

**246.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**247.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Adam\\_GS's solution](#)

**248.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**249.**

1462B

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

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

[Adam\\_GS's solution](#)

**250.**

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Adam\\_GS's solution](#)

**251.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**252.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Adam\\_GS's solution](#)

**253.**

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**254.**

1438A

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

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**255.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Adam\\_GS's solution](#)

**256.**

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**257.**

1385A

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

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**258.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Adam\\_GS's solution](#)

**259.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**260.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,463 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Adam\\_GS's solution](#)

**261.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**262.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**263.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**264.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**265.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**266.**

1374A

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

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**267.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**268.**

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**269.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**270.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**271.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Adam\\_GS's solution](#)

**272.**

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2020-05-18 · last AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**273.**

1352A

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

Quality: 104,094 global accepts · Rating: 800 · first AC: 2020-05-18 · last AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**274.**

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**275.**

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**276.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Adam\\_GS's solution](#)

**277.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**278.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**279.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**280.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**281.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Adam\\_GS's solution](#)

**282.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**283.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**284.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,743 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[Adam\\_GS's solution](#)

**285.**

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**286.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Adam\\_GS's solution](#)

**287.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**288.**

80A

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

Quality: 66,297 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**289.**

214A

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

Quality: 42,914 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**290.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**291.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**292.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**293.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Adam\\_GS's solution](#)

**294.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**295.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**296.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Adam\\_GS's solution](#)

**297.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,767 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**298.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**299.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**300.**

1353A

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

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Adam\\_GS's solution](#)

**301.**

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Adam\\_GS's solution](#)

**302.**

1337A

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

Quality: 42,908 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Adam\\_GS's solution](#)

**303.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Adam\\_GS's solution](#)

**304.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Adam\\_GS's solution](#)

**305.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Adam\\_GS's solution](#)

**306.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Adam\\_GS's solution](#)

**307.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Adam\\_GS's solution](#)

**308.**

155A

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

Quality: 93,655 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[Adam\\_GS's solution](#)

**309.**

472A

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Quality: 70,767 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
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**310.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,510 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Adam\\_GS's solution](#)

**311.**

144A

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Quality: 121,379 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**312.**

469A

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Quality: 121,188 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**313.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,384 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Adam\\_GS's solution](#)

**314.**

61A

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

Quality: 136,197 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**315.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,716 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**316.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,424 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**317.**

266B

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

Quality: 166,064 global accepts · Rating: 800 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Adam\\_GS's solution](#)

**318.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,716 global accepts · Rating: 800 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**319.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,217 global accepts · Rating: 800 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**320.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,425 global accepts · Rating: 800 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Adam\\_GS's solution](#)

**321.**

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**322.**

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**323.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**324.**

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**325.**

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**326.**

1028A

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Quality: 11,522 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**327.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**328.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Adam\\_GS's solution](#)

**329.**

952A

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

Quality: 11,975 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math

[Adam\\_GS's solution](#)

**330.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**331.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**332.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[Adam\\_GS's solution](#)

**333.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Adam\\_GS's solution](#)

**334.**

1060A

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Quality: 15,716 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**335.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**336.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**337.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**338.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**339.**

262A

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Quality: 22,449 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**340.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**341.**

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Adam\\_GS's solution](#)

**342.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**343.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**344.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**345.**

38A

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Quality: 26,485 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**346.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Adam\\_GS's solution](#)

**347.**

1234A

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Quality: 29,552 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**348.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Adam\\_GS's solution](#)

**349.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**350.**

1335A

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

Quality: 104,781 global accepts · Rating: 800 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**351.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**352.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**353.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Adam\\_GS's solution](#)

**354.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**355.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**356.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**357.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**358.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**359.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**360.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**361.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**362.**

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**363.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**364.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Adam\\_GS's solution](#)

**365.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**366.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**367.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Adam\\_GS's solution](#)

**368.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**369.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Adam\\_GS's solution](#)

**370.**

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**371.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**372.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Adam\\_GS's solution](#)

**373.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**374.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,748 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**375.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Adam\\_GS's solution](#)

**376.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,668 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**377.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**378.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**379.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**380.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**381.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**382.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**383.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**384.**

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**385.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**386.**

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Adam\\_GS's solution](#)

**387.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**388.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Adam\\_GS's solution](#)

**389.**

233A

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

Quality: 49,145 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**390.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**391.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**392.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[Adam\\_GS's solution](#)

**393.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**394.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**395.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Adam\\_GS's solution](#)

**396.**

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**397.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**398.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**399.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,377 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Adam\\_GS's solution](#)

**400.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**401.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**402.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**403.**

822A

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

Quality: 36,805 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Adam\\_GS's solution](#)

**404.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,794 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**405.**

1283A

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Quality: 61,296 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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**406.**

731A

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Quality: 53,202 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**407.**

734B

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Quality: 31,930 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Adam\\_GS's solution](#)

**408.**

630A

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Quality: 93,498 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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**409.**

1296A

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Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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**410.**

599A

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Quality: 31,436 global accepts · Rating: 800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**411.**

427A

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**412.**

723A

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Quality: 100,705 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Adam\\_GS's solution](#)

**413.**

732A

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Quality: 88,828 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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**414.**

750A

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Quality: 92,548 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

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**415.**

510A

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Quality: 105,900 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**416.**

268A

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Quality: 104,198 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**417.**

228A

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**418.**

443A

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**419.**

59A

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**420.**

467A

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**421.**

110A

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Quality: 199,478 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**422.**

116A

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Quality: 176,537 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**423.**

546A

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**424.**

236A

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Quality: 278,979 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Adam\\_GS's solution](#)

**425.**

266A

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Quality: 244,525 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**426.**

281A

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Quality: 270,950 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**427.**

50A

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Quality: 318,664 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**428.**

231A

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Quality: 430,194 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**429.**

71A

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Quality: 503,178 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: strings

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**430.**

1328A

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**431.**

177A1

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Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**432.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**433.**

658A

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Quality: 7,696 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**434.**

245A

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Quality: 9,132 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**435.**

1315A

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Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**436.**

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Adam\\_GS's solution](#)

**437.**

855A

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**438.**

1031A

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Quality: 13,396 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**439.**

994A

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Quality: 15,213 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**440.**

897A

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[Adam\\_GS's solution](#)

**441.**

1143A

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[Adam\\_GS's solution](#)

**442.**

1148A

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Quality: 15,546 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**443.**

595A

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Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**444.**

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**445.**

1325A

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Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**446.**

1173A

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Quality: 17,259 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**447.**

987A

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Quality: 17,501 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**448.**

984A

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Quality: 20,744 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Adam\\_GS's solution](#)

**449.**

1139A

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**450.**

1316A

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[Adam\\_GS's solution](#)

**451.**

1080A

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[Adam\\_GS's solution](#)

**452.**

1136A

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**453.**

1093A

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**454.**

1064A

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**455.**

1270A

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Quality: 17,815 global accepts · Rating: 800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**456.**

1167A

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Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Adam\\_GS's solution](#)

**457.**

1017A

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Quality: 21,585 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**458.**

1191A

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Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**459.**

1244A

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Quality: 20,067 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math

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**460.**

1015A

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**461.**

1300A

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Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**462.**

1005A

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**463.**

1257A

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**464.**

835A

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**465.**

1006A

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**466.**

721A

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**467.**

1092B

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**468.**

1303A

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**469.**

1003A

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**470.**

978B

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[Adam\\_GS's solution](#)

**471.**

1207A

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[Adam\\_GS's solution](#)

**472.**

1095A

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[Adam\\_GS's solution](#)

**473.**

1077A

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**474.**

1285A

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**475.**

1311A

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[Adam\\_GS's solution](#)

**476.**

1196A

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[Adam\\_GS's solution](#)

**477.**

431A

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Quality: 65,938 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**478.**

711A

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Quality: 30,978 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**479.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Adam\\_GS's solution](#)

**480.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**481.**

703A

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Quality: 66,577 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**482.**

758A

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Quality: 75,300 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**483.**

581A

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**484.**

200B

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Quality: 148,394 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**485.**

344A

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Quality: 153,318 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**486.**

677A

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**487.**

734A

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Quality: 195,499 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**488.**

136A

[Presents](#) · [Tutorial](#)

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**489.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math

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**490.**

263A

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**491.**

1281A

[Suffix Three](#) · [Tutorial](#)

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**492.**

1146A

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[Adam\\_GS's solution](#)

**493.**

867A

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Quality: 20,630 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**494.**

1284A

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**495.**

1223A

[CME](#) · [Tutorial](#)

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[Adam\\_GS's solution](#)

**496.**

1220A

[Cards](#) · [Tutorial](#)

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[Adam\\_GS's solution](#)

**497.**

1186A

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

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**498.**

959A

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

Quality: 55,665 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Adam\\_GS's solution](#)

**499.**

935A

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

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**500.**

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**501.**

1154A

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

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**502.**

996A

[Hit the Lottery](#) · [Tutorial](#)

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**503.**

785A

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**504.**

705A

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Quality: 132,064 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**505.**

791A

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Quality: 257,189 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**506.**

1030A

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Quality: 171,443 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**507.**

977A

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

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[Adam\\_GS's solution](#)

**508.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,526 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**509.**

2195B

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**510.**

2157B

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Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**511.**

2102B

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**512.**

2102A

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Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**513.**

2106B

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**514.**

2035B

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

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**515.**

1972B

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**516.**

1951A

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Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**517.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**518.**

1896B

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**519.**

1878C

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**520.**

1879B

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Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**521.**

1872B

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Quality: 30,494 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**522.**

1856B

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Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**523.**

916A

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Quality: 9,556 global accepts · Rating: 900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[Adam\\_GS's solution](#)

**524.**

1818B

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Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**525.**

1823B

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Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
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**526.**

1808A

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**527.**

1768B

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Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**528.**

1764B

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**529.**

1747B

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**530.**

1749B

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Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**531.**

1742C

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**532.**

1737A

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**533.**

1735B

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1726A

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1709B

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387A

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**537.**

1248B

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1208A

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**539.**

598A

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1187A

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**541.**

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: math

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**542.**

1666D

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**543.**

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Quality: 11,002 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**544.**

1665B

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Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**546.**

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**548.**

1609A

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1617B

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**550.**

1612B

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**551.**

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**554.**

1433C

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**555.**

1559B

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**556.**

1559A

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**557.**

1494A

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Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
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**558.**

706A

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**559.**

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1401A

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**561.**

496A

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**563.**

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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**564.**

1543A

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**565.**

1535B

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**566.**

1468N

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**567.**

1480B

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

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**568.**

1475B

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Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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**569.**

1475A

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Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**570.**

1467A

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Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**571.**

1471A

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**572.**

1436B

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[Adam\\_GS's solution](#)

**573.**

1462C

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**574.**

313A

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**575.**

460A

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**576.**

1343A

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**577.**

1113A

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**578.**

1206B

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**579.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

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**580.**

451A

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Quality: 75,687 global accepts · Rating: 900 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**581.**

208A

[Dubstep](#) · [Tutorial](#)

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**582.**

405A

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Quality: 126,464 global accepts · Rating: 900 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Adam\\_GS's solution](#)

**583.**

337A

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Quality: 94,892 global accepts · Rating: 900 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**584.**

318A

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Quality: 143,088 global accepts · Rating: 900 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**585.**

580A

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Quality: 104,675 global accepts · Rating: 900 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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**586.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**587.**

160A

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Quality: 143,692 global accepts · Rating: 900 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**588.**

96A

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[Adam\\_GS's solution](#)

**589.**

1330A

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**590.**

1447B

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**591.**

2164B

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[Adam\\_GS's solution](#)

**592.**

2156B

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Quality: 20,760 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[Adam\\_GS's solution](#)

**593.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

implementation, two pointers

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**594.**

1199A

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**595.**

1174A

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**596.**

979A

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**597.**

1277A

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**598.**

1237A

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**599.**

1800C1

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**600.**

1181A

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**601.**

1225B1

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Quality: 12,518 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**602.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Adam\\_GS's solution](#)

**603.**

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**604.**

2124B

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[Adam\\_GS's solution](#)

**605.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Adam\\_GS's solution](#)

**606.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**607.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**608.**

577A

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

Quality: 45,280 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[Adam\\_GS's solution](#)

**609.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**610.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[Adam\\_GS's solution](#)

**611.**

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**612.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,104 global accepts · Rating: 1000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**613.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**614.**

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**615.**

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  
[Adam\\_GS's solution](#)

**616.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[Adam\\_GS's solution](#)

**617.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[Adam\\_GS's solution](#)

**618.**

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[Adam\\_GS's solution](#)

**619.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[Adam\\_GS's solution](#)

**620.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[Adam\\_GS's solution](#)

**621.**

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[Adam\\_GS's solution](#)

**622.**

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Adam\\_GS's solution](#)

**623.**

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[Adam\\_GS's solution](#)

**624.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[Adam\\_GS's solution](#)

**625.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Adam\\_GS's solution](#)

**626.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Adam\\_GS's solution](#)

**627.**

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**628.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Adam\\_GS's solution](#)

**629.**

1844B

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

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

[Adam\\_GS's solution](#)

**630.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**631.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,562 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Adam\\_GS's solution](#)

**632.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**633.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,051 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**634.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**635.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**636.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**637.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1000 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**638.**

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**639.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,345 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Adam\\_GS's solution](#)

**640.**

1804B

[Vaccination](#) · [Tutorial](#)

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

[Adam\\_GS's solution](#)

**641.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Adam\\_GS's solution](#)

**642.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**643.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**644.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Adam\\_GS's solution](#)

**645.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**646.**

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Adam\\_GS's solution](#)

**647.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**648.**

1695B

[Circle Game](#) · [Tutorial](#)

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

[Adam\\_GS's solution](#)

**649.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**650.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**651.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**652.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Adam\\_GS's solution](#)

**653.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Adam\\_GS's solution](#)

**654.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**655.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**656.**

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**657.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**658.**

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**659.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Adam\\_GS's solution](#)

**660.**

1620B

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

Quality: 31,470 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Adam\\_GS's solution](#)

**661.**

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Adam\\_GS's solution](#)

**662.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**663.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,940 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**664.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**665.**

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**666.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**667.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Adam\\_GS's solution](#)

**668.**

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**669.**

1550B

[Maximum Cost Deletion · Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**670.**

1265A

[Beautiful String · Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**671.**

1506C

[Double-ended Strings · Tutorial](#)

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Adam\\_GS's solution](#)

**672.**

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**673.**

1520C

[Not Adjacent Matrix · Tutorial](#)

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

[Adam\\_GS's solution](#)

**674.**

1485A

[Add and Divide · Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Adam\\_GS's solution](#)

**675.**

1476A

[K-divisible Sum · Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**676.**

1474B

[Different Divisors · Tutorial](#)

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Adam\\_GS's solution](#)

**677.**

1473B

[String LCM · Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Adam\\_GS's solution](#)

**678.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,051 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**679.**

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**680.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**681.**

1438B

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

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Adam\\_GS's solution](#)

**682.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**683.**

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Adam\\_GS's solution](#)

**684.**

339B

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

Quality: 81,367 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**685.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**686.**

753A

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

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**687.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Adam\\_GS's solution](#)

**688.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**689.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**690.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,265 global accepts · Rating: 1000 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**691.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,969 global accepts · Rating: 1000 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**692.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,979 global accepts · Rating: 1000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

**693.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,786 global accepts · Rating: 1000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Adam\\_GS's solution](#)

**694.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,341 global accepts · Rating: 1000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**695.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**696.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**697.**

2211B

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

Quality: 11,613 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Adam\\_GS's solution](#)

**698.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,521 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**699.**

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**700.**

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**701.**

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Adam\\_GS's solution](#)

**702.**

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**703.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**704.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**705.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**706.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Adam\\_GS's solution](#)

**707.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**708.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Adam\\_GS's solution](#)

**709.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Adam\\_GS's solution](#)

**710.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**711.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**712.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**713.**

2009C

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

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**714.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Adam\\_GS's solution](#)

**715.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Adam\\_GS's solution](#)

**716.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**717.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**718.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**719.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math

[Adam\\_GS's solution](#)

**720.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation,

number theory

[Adam\\_GS's solution](#)

**721.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**722.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**723.**

1995B1

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

Quality: 20,984 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

[Adam\\_GS's solution](#)

**724.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**725.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**726.**

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**727.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**728.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Adam\\_GS's solution](#)

**729.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Adam\\_GS's solution](#)

**730.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Adam\\_GS's solution](#)

**731.**

1899B

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

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Adam\\_GS's solution](#)

**732.**

1873E

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

Quality: 43,454 global accepts · Rating: 1100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Adam\\_GS's solution](#)

**733.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,397 global accepts · Rating: 1100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Adam\\_GS's solution](#)

**734.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**735.**

1807G2

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

Quality: 27,841 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**736.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, sortings

[Adam\\_GS's solution](#)

**737.**

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**738.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**739.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**740.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Adam\\_GS's solution](#)

**741.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Adam\\_GS's solution](#)

**742.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Adam\\_GS's solution](#)

**743.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Adam\\_GS's solution](#)

**744.**

1826B

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

Quality: 28,157 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**745.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**746.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**747.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Adam\\_GS's solution](#)

**748.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**749.**

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**750.**

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

**751.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[Adam\\_GS's solution](#)

**752.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Adam\\_GS's solution](#)

**753.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Adam\\_GS's solution](#)

**754.**

1706B

[Making Towers](#) · [Tutorial](#)

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

[Adam\\_GS's solution](#)

**755.**

1708B

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

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**756.**

1033B

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

Quality: 11,953 global accepts · Rating: 1100 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**757.**

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**758.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**759.**

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Adam\\_GS's solution](#)

**760.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Adam\\_GS's solution](#)

**761.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**762.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Adam\\_GS's solution](#)

**763.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Adam\\_GS's solution](#)

**764.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

**765.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**766.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**767.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Adam\\_GS's solution](#)

**768.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Adam\\_GS's solution](#)

**769.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**770.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Adam\\_GS's solution](#)

**771.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**772.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**773.**

706B

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

Quality: 84,425 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Adam\\_GS's solution](#)

**774.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**775.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Adam\\_GS's solution](#)

**776.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Adam\\_GS's solution](#)

**777.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**778.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Adam\\_GS's solution](#)

**779.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Adam\\_GS's solution](#)

**780.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**781.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**782.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**783.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Adam\\_GS's solution](#)

**784.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[Adam\\_GS's solution](#)

**785.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Adam\\_GS's solution](#)

**786.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Adam\\_GS's solution](#)

**787.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Adam\\_GS's solution](#)

**788.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**789.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Adam\\_GS's solution](#)

**790.**

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**791.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[Adam\\_GS's solution](#)

**792.**

2210C1

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

Quality: 12,784 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Adam\\_GS's solution](#)

**793.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**794.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**795.**

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Adam\\_GS's solution](#)

**796.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**797.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Adam\\_GS's solution](#)

**798.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**799.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**800.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[Adam\\_GS's solution](#)

**801.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**802.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Adam\\_GS's solution](#)

**803.**

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Adam\\_GS's solution](#)

**804.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Adam\\_GS's solution](#)

**805.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**806.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**807.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**808.**

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

[Adam\\_GS's solution](#)

**809.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Adam\\_GS's solution](#)

**810.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Adam\\_GS's solution](#)

**811.**

1909B

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

Quality: 30,954 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**812.**

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Adam\\_GS's solution](#)

**813.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**814.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**815.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Adam\\_GS's solution](#)

**816.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[Adam\\_GS's solution](#)

**817.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**818.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**819.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**820.**

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Adam\\_GS's solution](#)

**821.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Adam\\_GS's solution](#)

**822.**

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**823.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**824.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**825.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**826.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,342 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Adam\\_GS's solution](#)

**827.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Adam\\_GS's solution](#)

**828.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Adam\\_GS's solution](#)

**829.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Adam\\_GS's solution](#)

**830.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**831.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,093 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Adam\\_GS's solution](#)

**832.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,616 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Adam\\_GS's solution](#)

**833.**

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Adam\\_GS's solution](#)

**834.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**835.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**836.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**837.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**838.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**839.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Adam\\_GS's solution](#)

**840.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Adam\\_GS's solution](#)

**841.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Adam\\_GS's solution](#)

**842.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Adam\\_GS's solution](#)

**843.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Adam\\_GS's solution](#)

**844.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**845.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Adam\\_GS's solution](#)

**846.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**847.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Adam\\_GS's solution](#)

**848.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**849.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Adam\\_GS's solution](#)

**850.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Adam\\_GS's solution](#)

**851.**

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-12 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Adam\\_GS's solution](#)

**852.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Adam\\_GS's solution](#)

**853.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Adam\\_GS's solution](#)

**854.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**855.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,574 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Adam\\_GS's solution](#)

**856.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Adam\\_GS's solution](#)

**857.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**858.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**859.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Adam\\_GS's solution](#)

**860.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Adam\\_GS's solution](#)

**861.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Adam\\_GS's solution](#)

**862.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

**863.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Adam\\_GS's solution](#)

**864.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**865.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Adam\\_GS's solution](#)

**866.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Adam\\_GS's solution](#)

**867.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Adam\\_GS's solution](#)

**868.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**869.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**870.**

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Adam\\_GS's solution](#)

**871.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Adam\\_GS's solution](#)

**872.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**873.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**874.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,180 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Adam\\_GS's solution](#)

**875.**

2211C1

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

Quality: 9,100 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Adam\\_GS's solution](#)

**876.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,654 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**877.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, strings

[Adam\\_GS's solution](#)

**878.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Adam\\_GS's solution](#)

**879.**

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Adam\\_GS's solution](#)

**880.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**881.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**882.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**883.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Adam\\_GS's solution](#)

**884.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Adam\\_GS's solution](#)

**885.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**886.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Adam\\_GS's solution](#)

**887.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**888.**

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

[Adam\\_GS's solution](#)

**889.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Adam\\_GS's solution](#)

**890.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Adam\\_GS's solution](#)

**891.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,272 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**892.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Adam\\_GS's solution](#)

**893.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**894.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Adam\\_GS's solution](#)

**895.**

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Adam\\_GS's solution](#)

**896.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Adam\\_GS's solution](#)

**897.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Adam\\_GS's solution](#)

**898.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**899.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Adam\\_GS's solution](#)

**900.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**901.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**902.**

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Adam\\_GS's solution](#)

**903.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, implementation, trees

[Adam\\_GS's solution](#)

**904.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**905.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)

**906.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

**907.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Adam\\_GS's solution](#)

**908.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**909.**

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Adam\\_GS's solution](#)

**910.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**911.**

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Adam\\_GS's solution](#)

**912.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**913.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Adam\\_GS's solution](#)

**914.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Adam\\_GS's solution](#)

**915.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Adam\\_GS's solution](#)

**916.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**917.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**918.**

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**919.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[Adam\\_GS's solution](#)

**920.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**921.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Adam\\_GS's solution](#)

**922.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, strings

[Adam\\_GS's solution](#)

**923.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**924.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Adam\\_GS's solution](#)

**925.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Adam\\_GS's solution](#)

**926.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Adam\\_GS's solution](#)

**927.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Adam\\_GS's solution](#)

**928.**

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**929.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Adam\\_GS's solution](#)

**930.**

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**931.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Adam\\_GS's solution](#)

**932.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Adam\\_GS's solution](#)

**933.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**934.**

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Adam\\_GS's solution](#)

**935.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**936.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Adam\\_GS's solution](#)

**937.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**938.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Adam\\_GS's solution](#)

**939.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Adam\\_GS's solution](#)

**940.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Adam\\_GS's solution](#)

**941.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**942.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Adam\\_GS's solution](#)

**943.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Adam\\_GS's solution](#)

**944.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Adam\\_GS's solution](#)

**945.**

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Adam\\_GS's solution](#)

**946.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,897 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**947.**

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Adam\\_GS's solution](#)

**948.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**949.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Adam\\_GS's solution](#)

**950.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Adam\\_GS's solution](#)

**951.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**952.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Adam\\_GS's solution](#)

**953.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Adam\\_GS's solution](#)

**954.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Adam\\_GS's solution](#)

**955.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Adam\\_GS's solution](#)

**956.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**957.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**958.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Adam\\_GS's solution](#)

**959.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,121 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Adam\\_GS's solution](#)

**960.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Adam\\_GS's solution](#)

**961.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

**962.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**963.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Adam\\_GS's solution](#)

**964.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**965.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Adam\\_GS's solution](#)

**966.**

2156C

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

Quality: 12,282 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

**967.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Adam\\_GS's solution](#)

**968.**

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**969.**

2098B

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

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Adam\\_GS's solution](#)

**970.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Adam\\_GS's solution](#)

**971.**

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

[Adam\\_GS's solution](#)

**972.**

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Adam\\_GS's solution](#)

**973.**

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Adam\\_GS's solution](#)

**974.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Adam\\_GS's solution](#)

**975.**

1914E1

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

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Adam\\_GS's solution](#)

**976.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**977.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Adam\\_GS's solution](#)

**978.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Adam\\_GS's solution](#)

**979.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**980.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Adam\\_GS's solution](#)

**981.**

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Adam\\_GS's solution](#)

**982.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**983.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Adam\\_GS's solution](#)

**984.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Adam\\_GS's solution](#)

**985.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Adam\\_GS's solution](#)

**986.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Adam\\_GS's solution](#)

**987.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Adam\\_GS's solution](#)

**988.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,138 global accepts · Rating: 1400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Adam\\_GS's solution](#)

**989.**

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**990.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Adam\\_GS's solution](#)

**991.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Adam\\_GS's solution](#)

**992.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Adam\\_GS's solution](#)

**993.**

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Adam\\_GS's solution](#)

**994.**

1825C

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

Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**995.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Adam\\_GS's solution](#)

**996.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Adam\\_GS's solution](#)

**997.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**998.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Adam\\_GS's solution](#)

**999.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**1000.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Adam\\_GS's solution](#)

### 1001.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Adam\\_GS's solution](#)

### 1002.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Adam\\_GS's solution](#)

### 1003.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Adam\\_GS's solution](#)

### 1004.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Adam\\_GS's solution](#)

### 1005.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Adam\\_GS's solution](#)

### 1006.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Adam\\_GS's solution](#)

### 1007.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

### 1008.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Adam\\_GS's solution](#)

### 1009.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Adam\\_GS's solution](#)

### 1010.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Adam\\_GS's solution](#)

### 1011.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Adam\\_GS's solution](#)

### 1012.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Adam\\_GS's solution](#)

### 1013.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

### 1014.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

### 1015.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Adam\\_GS's solution](#)

### 1016.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Adam\\_GS's solution](#)

### 1017.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Adam\\_GS's solution](#)

### 1018.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Adam\\_GS's solution](#)

### 1019.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Adam\\_GS's solution](#)

### 1020.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Adam\\_GS's solution](#)

### 1021.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Adam\\_GS's solution](#)

### 1022.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Adam\\_GS's solution](#)

### 1023.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Adam\\_GS's solution](#)

### 1024.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,102 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Adam\\_GS's solution](#)

### 1025.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

### 1026.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[Adam\\_GS's solution](#)

### 1027.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,168 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Adam\\_GS's solution](#)

### 1028.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

### 1029.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Adam\\_GS's solution](#)

### 1030.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, shortest paths, sortings

[Adam\\_GS's solution](#)

### 1031.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Adam\\_GS's solution](#)

### 1032.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

### 1033.

1520E

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

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

### 1034.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Adam\\_GS's solution](#)

### 1035.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Adam\\_GS's solution](#)

### 1036.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Adam\\_GS's solution](#)

### 1037.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

### 1038.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Adam\\_GS's solution](#)

### 1039.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Adam\\_GS's solution](#)

### 1040.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Adam\\_GS's solution](#)

**1041.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Adam\\_GS's solution](#)

**1042.**

2147C

[Rabbits · Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1043.**

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**1044.**

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Adam\\_GS's solution](#)

**1045.**

2109C1

[Hacking Numbers \(Easy Version\) · Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Adam\\_GS's solution](#)

**1046.**

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Adam\\_GS's solution](#)

**1047.**

2106D

[Flower Boy · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Adam\\_GS's solution](#)

**1048.**

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Adam\\_GS's solution](#)

**1049.**

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)

**1050.**

2008E

[Alternating String · Tutorial](#)

Quality: 13,220 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Adam\\_GS's solution](#)

## 1051.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

## 1052.

1630A

[And Matching · Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Adam\\_GS's solution](#)

## 1053.

1949B

[Charming Meals · Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Adam\\_GS's solution](#)

## 1054.

1881E

[Block Sequence · Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

## 1055.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Adam\\_GS's solution](#)

## 1056.

1898B

[Milena and Admirer · Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

## 1057.

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Adam\\_GS's solution](#)

## 1058.

1882C

[Card Game · Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

## 1059.

1873G

[ABBC or BACB · Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

## 1060.

1872E

[Data Structures Fan · Tutorial](#)

Quality: 21,373 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Adam\\_GS's solution](#)

**1061.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1062.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1063.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1064.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Adam\\_GS's solution](#)

**1065.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**1066.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**1067.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Adam\\_GS's solution](#)

**1068.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Adam\\_GS's solution](#)

**1069.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Adam\\_GS's solution](#)

**1070.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Adam\\_GS's solution](#)

**1071.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Adam\\_GS's solution](#)**1072.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)**1073.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)**1074.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)**1075.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)**1076.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Adam\\_GS's solution](#)**1077.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Adam\\_GS's solution](#)**1078.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Adam\\_GS's solution](#)**1079.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Adam\\_GS's solution](#)**1080.**

1405C

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

Rating: 1500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Adam\\_GS's solution](#)

**1081.**

1651C

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

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**1082.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Adam\\_GS's solution](#)

**1083.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Adam\\_GS's solution](#)

**1084.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Adam\\_GS's solution](#)

**1085.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**1086.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Adam\\_GS's solution](#)

**1087.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**1088.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1089.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Adam\\_GS's solution](#)

**1090.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**1091.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Adam\\_GS's solution](#)

**1092.**

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Adam\\_GS's solution](#)

**1093.**

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**1094.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Adam\\_GS's solution](#)

**1095.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Adam\\_GS's solution](#)

**1096.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Adam\\_GS's solution](#)

**1097.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Adam\\_GS's solution](#)

**1098.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Adam\\_GS's solution](#)

**1099.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Adam\\_GS's solution](#)

**1100.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**1101.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Adam\\_GS's solution](#)**1102.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)**1103.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,182 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Adam\\_GS's solution](#)**1104.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)**1105.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)**1106.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Adam\\_GS's solution](#)**1107.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Adam\\_GS's solution](#)**1108.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Adam\\_GS's solution](#)**1109.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Adam\\_GS's solution](#)**1110.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Adam\\_GS's solution](#)**1111.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Adam\\_GS's solution](#)

### 1112.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

### 1113.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Adam\\_GS's solution](#)

### 1114.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Adam\\_GS's solution](#)

### 1115.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Adam\\_GS's solution](#)

### 1116.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Adam\\_GS's solution](#)

### 1117.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Adam\\_GS's solution](#)

### 1118.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Adam\\_GS's solution](#)

### 1119.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Adam\\_GS's solution](#)

### 1120.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

### 1121.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Adam\\_GS's solution](#)

### 1122.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Adam\\_GS's solution](#)

### 1123.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

### 1124.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: games

[Adam\\_GS's solution](#)

### 1125.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Adam\\_GS's solution](#)

### 1126.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Adam\\_GS's solution](#)

### 1127.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Adam\\_GS's solution](#)

### 1128.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Adam\\_GS's solution](#)

### 1129.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Adam\\_GS's solution](#)

### 1130.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Adam\\_GS's solution](#)

### 1131.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Adam\\_GS's solution](#)

### 1132.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Adam\\_GS's solution](#)

### 1133.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

### 1134.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

### 1135.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Adam\\_GS's solution](#)

### 1136.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

### 1137.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Adam\\_GS's solution](#)

### 1138.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Adam\\_GS's solution](#)

### 1139.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

### 1140.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

### 1141.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Adam\\_GS's solution](#)

**1142.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Adam\\_GS's solution](#)

**1143.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Adam\\_GS's solution](#)

**1144.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Adam\\_GS's solution](#)

**1145.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**1146.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Adam\\_GS's solution](#)

**1147.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**1148.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Adam\\_GS's solution](#)

**1149.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Adam\\_GS's solution](#)

**1150.**

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Adam\\_GS's solution](#)

**1151.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Adam\\_GS's solution](#)

**1152.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**1153.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Adam\\_GS's solution](#)

**1154.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**1155.**

1741E

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

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1156.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Adam\\_GS's solution](#)

**1157.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Adam\\_GS's solution](#)

**1158.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Adam\\_GS's solution](#)

**1159.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1160.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Adam\\_GS's solution](#)

**1161.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings, two pointers

[Adam\\_GS's solution](#)

**1162.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Adam\\_GS's solution](#)

**1163.**

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1164.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Adam\\_GS's solution](#)

**1165.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Adam\\_GS's solution](#)

**1166.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Adam\\_GS's solution](#)

**1167.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**1168.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Adam\\_GS's solution](#)

**1169.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Adam\\_GS's solution](#)

**1170.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**1171.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Adam\\_GS's solution](#)

**1172.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Adam\\_GS's solution](#)

**1173.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Adam\\_GS's solution](#)

**1174.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Adam\\_GS's solution](#)

**1175.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**1176.**

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1177.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Adam\\_GS's solution](#)

**1178.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Adam\\_GS's solution](#)

**1179.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**1180.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1181.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1182.**

1520F1

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

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Adam\\_GS's solution](#)

**1183.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Adam\\_GS's solution](#)

**1184.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Adam\\_GS's solution](#)

**1185.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Adam\\_GS's solution](#)

**1186.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**1187.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Adam\\_GS's solution](#)

**1188.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Adam\\_GS's solution](#)

**1189.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Adam\\_GS's solution](#)

**1190.**

2089A

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

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**1191.**

2109C2

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**1192.**

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

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**1193.**

2080B

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Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**1194.**

2071C

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Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

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**1195.**

2053D

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**1196.**

2009F

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**1197.**

1995B2

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Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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**1198.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

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**1199.**

1969C

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**1200.**

1942C2

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**1201.**

1936A

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**1202.**

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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**1203.**

1896D

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**1204.**

1889B

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**1205.**

1873H

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**1206.**

1879D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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**1207.**

1611E1

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**1208.**

1000C

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**1209.**

102D

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**1210.**

1799C

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**1211.**

1765D

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**1212.**

1709D

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**1213.**

1706D1

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**1214.**

1329B

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1695C

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**1216.**

1693B

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1687B

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1278C

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**1219.**

1114C

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1061C

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paths

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1625C

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1621C

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691D

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1618E

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1619E

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Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1594D

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1592C

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1579F

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1557C

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622C

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1227C

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1543D1

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**1251.**

1537D

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1504D

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**1256.**

1516C

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1491C

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**1258.**

1468D

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**1259.**

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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**1260.**

1476D

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**1261.**

1478C

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**1262.**

1469D

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**1263.**

1462E2

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**1264.**

1365D

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**1265.**

2211C2

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**1266.**

527D

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**1267.**

1426E

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**1268.**

603B

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**1269.**

2172B

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Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**1270.**

2164D

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**1271.**

2120D

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**1272.**

2101B

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**1273.**

2106E

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[Adam\\_GS's solution](#)

**1274.**

2079D

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Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

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**1275.**

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Adam\\_GS's solution](#)

**1276.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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**1277.**

1995C

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**1278.**

1648B

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846F

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Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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**1281.**

1979D

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Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Adam\\_GS's solution](#)

**1282.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Adam\\_GS's solution](#)

**1283.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Adam\\_GS's solution](#)

**1284.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Adam\\_GS's solution](#)

**1285.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Adam\\_GS's solution](#)

**1286.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**1287.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1288.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**1289.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Adam\\_GS's solution](#)

**1290.**

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Adam\\_GS's solution](#)

**1291.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, greedy

[Adam\\_GS's solution](#)

**1292.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[Adam\\_GS's solution](#)

**1293.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**1294.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Adam\\_GS's solution](#)

**1295.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1296.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1297.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Adam\\_GS's solution](#)

**1298.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Adam\\_GS's solution](#)

**1299.**

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Adam\\_GS's solution](#)

**1300.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Adam\\_GS's solution](#)

**1301.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

**1302.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Adam\\_GS's solution](#)

**1303.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Adam\\_GS's solution](#)

**1304.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Adam\\_GS's solution](#)

**1305.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Adam\\_GS's solution](#)

**1306.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Adam\\_GS's solution](#)

**1307.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[Adam\\_GS's solution](#)

**1308.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Adam\\_GS's solution](#)

**1309.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1310.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)

**1311.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Adam\\_GS's solution](#)

**1312.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Adam\\_GS's solution](#)

**1313.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Adam\\_GS's solution](#)

**1314.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Adam\\_GS's solution](#)

**1315.**

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**1316.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Adam\\_GS's solution](#)

**1317.**

1619D

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

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Adam\\_GS's solution](#)

**1318.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Adam\\_GS's solution](#)

**1319.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Adam\\_GS's solution](#)

**1320.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Adam\\_GS's solution](#)

**1321.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Adam\\_GS's solution](#)

**1322.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Adam\\_GS's solution](#)

**1323.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Adam\\_GS's solution](#)

**1324.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[Adam\\_GS's solution](#)

**1325.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Adam\\_GS's solution](#)

**1326.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Adam\\_GS's solution](#)

**1327.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Adam\\_GS's solution](#)

**1328.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Adam\\_GS's solution](#)

**1329.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Adam\\_GS's solution](#)

**1330.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1331.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Adam\\_GS's solution](#)

**1332.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Adam\\_GS's solution](#)

**1333.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Adam\\_GS's solution](#)

**1334.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Adam\\_GS's solution](#)

**1335.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**1336.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Adam\\_GS's solution](#)

**1337.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Adam\\_GS's solution](#)

**1338.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Adam\\_GS's solution](#)

**1339.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Adam\\_GS's solution](#)

**1340.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1341.**

2156D

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

Quality: 5,371 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Adam\\_GS's solution](#)

**1342.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Adam\\_GS's solution](#)

**1343.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

**1344.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Adam\\_GS's solution](#)

**1345.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Adam\\_GS's solution](#)

**1346.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Adam\\_GS's solution](#)

**1347.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1348.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1349.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Adam\\_GS's solution](#)

**1350.**

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

[Adam\\_GS's solution](#)

**1351.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Adam\\_GS's solution](#)

**1352.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Adam\\_GS's solution](#)

**1353.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Adam\\_GS's solution](#)

### 1354.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Adam\\_GS's solution](#)

### 1355.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Adam\\_GS's solution](#)

### 1356.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

### 1357.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

### 1358.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

### 1359.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

### 1360.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Adam\\_GS's solution](#)

### 1361.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Adam\\_GS's solution](#)

### 1362.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Adam\\_GS's solution](#)

### 1363.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu,

shortest paths, sortings, trees, two pointers

[Adam\\_GS's solution](#)

**1364.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**1365.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

**1366.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Adam\\_GS's solution](#)

**1367.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Adam\\_GS's solution](#)

**1368.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Adam\\_GS's solution](#)

**1369.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

**1370.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Adam\\_GS's solution](#)

**1371.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1372.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Adam\\_GS's solution](#)

**1373.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, implementation, trees

[Adam\\_GS's solution](#)

**1374.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1375.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Adam\\_GS's solution](#)

**1376.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**1377.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Adam\\_GS's solution](#)

**1378.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Adam\\_GS's solution](#)

**1379.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Adam\\_GS's solution](#)

**1380.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Adam\\_GS's solution](#)

**1381.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Adam\\_GS's solution](#)

**1382.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Adam\\_GS's solution](#)

**1383.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Adam\\_GS's solution](#)

### 1384.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

### 1385.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Adam\\_GS's solution](#)

### 1386.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Adam\\_GS's solution](#)

### 1387.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Adam\\_GS's solution](#)

### 1388.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Adam\\_GS's solution](#)

### 1389.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Adam\\_GS's solution](#)

### 1390.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Adam\\_GS's solution](#)

### 1391.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 1900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Adam\\_GS's solution](#)

### 1392.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Adam\\_GS's solution](#)

### 1393.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Adam\\_GS's solution](#)

**1394.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Adam\\_GS's solution](#)

**1395.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Adam\\_GS's solution](#)

**1396.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Adam\\_GS's solution](#)

**1397.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Adam\\_GS's solution](#)

**1398.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Adam\\_GS's solution](#)

**1399.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Adam\\_GS's solution](#)

**1400.**

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1401.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Adam\\_GS's solution](#)

**1402.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,874 global accepts · Rating: 1900 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Adam\\_GS's solution](#)

**1403.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1404.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Adam\\_GS's solution](#)

**1405.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Adam\\_GS's solution](#)

**1406.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Adam\\_GS's solution](#)

**1407.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Adam\\_GS's solution](#)

**1408.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Adam\\_GS's solution](#)

**1409.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1410.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1411.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1412.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Adam\\_GS's solution](#)

**1413.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1414.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Adam\\_GS's solution](#)

**1415.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Adam\\_GS's solution](#)

**1416.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Adam\\_GS's solution](#)

**1417.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1418.**

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Adam\\_GS's solution](#)

**1419.**

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Adam\\_GS's solution](#)

**1420.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1421.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Adam\\_GS's solution](#)

**1422.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Adam\\_GS's solution](#)

**1423.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Adam\\_GS's solution](#)

**1424.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Adam\\_GS's solution](#)

**1425.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Adam\\_GS's solution](#)

**1426.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1427.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Adam\\_GS's solution](#)

**1428.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Adam\\_GS's solution](#)

**1429.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Adam\\_GS's solution](#)

**1430.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Adam\\_GS's solution](#)

**1431.**

102E

[Vectors](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1432.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**1433.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Adam\\_GS's solution](#)

**1434.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1435.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1436.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Adam\\_GS's solution](#)

**1437.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Adam\\_GS's solution](#)

**1438.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Adam\\_GS's solution](#)

**1439.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Adam\\_GS's solution](#)

**1440.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Adam\\_GS's solution](#)

**1441.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Adam\\_GS's solution](#)

**1442.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Adam\\_GS's solution](#)

**1443.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Adam\\_GS's solution](#)

**1444.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[Adam\\_GS's solution](#)

**1445.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Adam\\_GS's solution](#)

**1446.**

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1447.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Adam\\_GS's solution](#)

**1448.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Adam\\_GS's solution](#)

**1449.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

**1450.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Adam\\_GS's solution](#)

**1451.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Adam\\_GS's solution](#)

**1452.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1453.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1454.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Adam\\_GS's solution](#)

**1455.**

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Adam\\_GS's solution](#)

**1456.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Adam\\_GS's solution](#)

**1457.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Adam\\_GS's solution](#)

**1458.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Adam\\_GS's solution](#)

**1459.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Adam\\_GS's solution](#)

**1460.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Adam\\_GS's solution](#)

**1461.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

**1462.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Adam\\_GS's solution](#)

**1463.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1464.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**1465.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Adam\\_GS's solution](#)

**1466.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Adam\\_GS's solution](#)

**1467.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**1468.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Adam\\_GS's solution](#)

**1469.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1470.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Adam\\_GS's solution](#)

**1471.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1472.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Adam\\_GS's solution](#)

**1473.**

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Adam\\_GS's solution](#)

**1474.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Adam\\_GS's solution](#)

**1475.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Adam\\_GS's solution](#)

**1476.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Adam\\_GS's solution](#)

**1477.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Adam\\_GS's solution](#)

**1478.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Adam\\_GS's solution](#)

**1479.**

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Adam\\_GS's solution](#)

**1480.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Adam\\_GS's solution](#)

**1481.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1482.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Adam\\_GS's solution](#)

**1483.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Adam\\_GS's solution](#)

**1484.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Adam\\_GS's solution](#)

**1485.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1486.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1487.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Adam\\_GS's solution](#)

**1488.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Adam\\_GS's solution](#)

**1489.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Adam\\_GS's solution](#)

**1490.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Adam\\_GS's solution](#)

**1491.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Adam\\_GS's solution](#)

**1492.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1493.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1494.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Adam\\_GS's solution](#)

**1495.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Adam\\_GS's solution](#)

**1496.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Adam\\_GS's solution](#)

**1497.**

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Adam\\_GS's solution](#)

**1498.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Adam\\_GS's solution](#)

**1499.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Adam\\_GS's solution](#)

**1500.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Adam\\_GS's solution](#)

**1501.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

**1502.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Adam\\_GS's solution](#)

**1503.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Adam\\_GS's solution](#)

**1504.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Adam\\_GS's solution](#)

**1505.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[Adam\\_GS's solution](#)

**1506.**

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Adam\\_GS's solution](#)

**1507.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Adam\\_GS's solution](#)

**1508.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Adam\\_GS's solution](#)

**1509.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Adam\\_GS's solution](#)

**1510.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Adam\\_GS's solution](#)

**1511.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1512.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Adam\\_GS's solution](#)

**1513.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Adam\\_GS's solution](#)

**1514.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Adam\\_GS's solution](#)

**1515.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Adam\\_GS's solution](#)

**1516.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Adam\\_GS's solution](#)

**1517.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, strings

[Adam\\_GS's solution](#)

**1518.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Adam\\_GS's solution](#)

**1519.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Adam\\_GS's solution](#)

**1520.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Adam\\_GS's solution](#)

**1521.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Adam\\_GS's solution](#)

**1522.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Adam\\_GS's solution](#)

**1523.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Adam\\_GS's solution](#)

**1524.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Adam\\_GS's solution](#)

**1525.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Adam\\_GS's solution](#)

**1526.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Adam\\_GS's solution](#)

**1527.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Adam\\_GS's solution](#)

**1528.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Adam\\_GS's solution](#)

**1529.**

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Adam\\_GS's solution](#)

**1530.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Adam\\_GS's solution](#)

**1531.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Adam\\_GS's solution](#)

**1532.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**1533.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Adam\\_GS's solution](#)

**1534.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Adam\\_GS's solution](#)

**1535.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Adam\\_GS's solution](#)

**1536.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-05-04 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Adam\\_GS's solution](#)

**1537.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Adam\\_GS's solution](#)

**1538.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Adam\\_GS's solution](#)

**1539.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Adam\\_GS's solution](#)

**1540.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Adam\\_GS's solution](#)

**1541.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Adam\\_GS's solution](#)

**1542.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Adam\\_GS's solution](#)

**1543.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1544.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Adam\\_GS's solution](#)

**1545.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Adam\\_GS's solution](#)

**1546.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[Adam\\_GS's solution](#)

**1547.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Adam\\_GS's solution](#)

**1548.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Adam\\_GS's solution](#)

**1549.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1550.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Adam\\_GS's solution](#)

**1551.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Adam\\_GS's solution](#)

**1552.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Adam\\_GS's solution](#)

**1553.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Adam\\_GS's solution](#)

**1554.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Adam\\_GS's solution](#)

**1555.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Adam\\_GS's solution](#)

**1556.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Adam\\_GS's solution](#)

**1557.**

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Adam\\_GS's solution](#)

**1558.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Adam\\_GS's solution](#)

**1559.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Adam\\_GS's solution](#)

**1560.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Adam\\_GS's solution](#)

**1561.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · PyPy 3 (first AC) · Tags: dp, geometry, probabilities

[Adam\\_GS's solution](#)

**1562.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Adam\\_GS's solution](#)

**1563.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Adam\\_GS's solution](#)

**1564.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1565.**

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Adam\\_GS's solution](#)

**1566.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Adam\\_GS's solution](#)

**1567.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Adam\\_GS's solution](#)

**1568.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Adam\\_GS's solution](#)

**1569.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Adam\\_GS's solution](#)

**1570.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[Adam\\_GS's solution](#)

**1571.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Adam\\_GS's solution](#)

**1572.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Adam\\_GS's solution](#)

**1573.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Adam\\_GS's solution](#)

**1574.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**1575.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1576.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Adam\\_GS's solution](#)

**1577.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Adam\\_GS's solution](#)

**1578.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Adam\\_GS's solution](#)

**1579.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Adam\\_GS's solution](#)

**1580.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Adam\\_GS's solution](#)

**1581.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Adam\\_GS's solution](#)

**1582.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-05-12 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Adam\\_GS's solution](#)

**1583.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Adam\\_GS's solution](#)

**1584.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Adam\\_GS's solution](#)

**1585.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Adam\\_GS's solution](#)

**1586.**

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Adam\\_GS's solution](#)

**1587.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Adam\\_GS's solution](#)

**1588.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Adam\\_GS's solution](#)

**1589.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Adam\\_GS's solution](#)

**1590.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Adam\\_GS's solution](#)

**1591.**

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Adam\\_GS's solution](#)

**1592.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Adam\\_GS's solution](#)

**1593.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math,

number theory

[Adam\\_GS's solution](#)

**1594.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[Adam\\_GS's solution](#)

**1595.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Adam\\_GS's solution](#)

**1596.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Adam\\_GS's solution](#)

**1597.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Adam\\_GS's solution](#)

**1598.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Adam\\_GS's solution](#)

**1599.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Adam\\_GS's solution](#)

**1600.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Adam\\_GS's solution](#)

**1601.**

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Adam\\_GS's solution](#)

**1602.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Adam\\_GS's solution](#)

**1603.**

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Adam\\_GS's solution](#)

**1604.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Adam\\_GS's solution](#)

**1605.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Adam\\_GS's solution](#)

**1606.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Adam\\_GS's solution](#)

**1607.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Adam\\_GS's solution](#)

**1608.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Adam\\_GS's solution](#)

**1609.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Adam\\_GS's solution](#)

**1610.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Adam\\_GS's solution](#)

**1611.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[Adam\\_GS's solution](#)

**1612.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Adam\\_GS's solution](#)

**1613.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1614.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Adam\\_GS's solution](#)

**1615.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Adam\\_GS's solution](#)

**1616.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1617.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Adam\\_GS's solution](#)

**1618.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Adam\\_GS's solution](#)

**1619.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Adam\\_GS's solution](#)

**1620.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Adam\\_GS's solution](#)

**1621.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Adam\\_GS's solution](#)

**1622.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Adam\\_GS's solution](#)

**1623.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Adam\\_GS's solution](#)

**1624.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Adam\\_GS's solution](#)

**1625.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Adam\\_GS's solution](#)

**1626.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1627.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Adam\\_GS's solution](#)

**1628.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Adam\\_GS's solution](#)

**1629.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[Adam\\_GS's solution](#)

**1630.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Adam\\_GS's solution](#)

**1631.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Adam\\_GS's solution](#)

**1632.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[Adam\\_GS's solution](#)

**1633.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Adam\\_GS's solution](#)

**1634.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Adam\\_GS's solution](#)

**1635.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Adam\\_GS's solution](#)

**1636.**

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Adam\\_GS's solution](#)

**1637.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Adam\\_GS's solution](#)

**1638.**

1405E

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

Rating: 2300 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Adam\\_GS's solution](#)

**1639.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Adam\\_GS's solution](#)

**1640.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Adam\\_GS's solution](#)

**1641.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Adam\\_GS's solution](#)

**1642.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Adam\\_GS's solution](#)

**1643.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Adam\\_GS's solution](#)

**1644.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1645.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Adam\\_GS's solution](#)

**1646.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Adam\\_GS's solution](#)

**1647.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Adam\\_GS's solution](#)

**1648.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[Adam\\_GS's solution](#)

**1649.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Adam\\_GS's solution](#)

**1650.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Adam\\_GS's solution](#)

**1651.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Adam\\_GS's solution](#)

**1652.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Adam\\_GS's solution](#)

**1653.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Adam\\_GS's solution](#)

**1654.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Adam\\_GS's solution](#)

**1655.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Adam\\_GS's solution](#)

**1656.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Adam\\_GS's solution](#)

**1657.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Adam\\_GS's solution](#)

**1658.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Adam\\_GS's solution](#)

**1659.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Adam\\_GS's solution](#)

**1660.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Adam\\_GS's solution](#)

**1661.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Adam\\_GS's solution](#)

**1662.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Adam\\_GS's solution](#)

**1663.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Adam\\_GS's solution](#)

**1664.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Adam\\_GS's solution](#)

**1665.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1666.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Adam\\_GS's solution](#)

**1667.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Adam\\_GS's solution](#)

**1668.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Adam\\_GS's solution](#)

**1669.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Adam\\_GS's solution](#)

**1670.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Adam\\_GS's solution](#)

**1671.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1672.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1673.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Adam\\_GS's solution](#)

**1674.**

1930E

[2..3...4.... Wonderful! Wonderful! · Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1675.**

1924C

[Fractal Origami · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Adam\\_GS's solution](#)

**1676.**

1909E

[Multiple Lamps · Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Adam\\_GS's solution](#)

**1677.**

1912H

[Hypercatapult Commute · Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Adam\\_GS's solution](#)

**1678.**

1912G

[Great City Saint Petersburg · Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1679.**

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Adam\\_GS's solution](#)

**1680.**

1882E1

[Two Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Adam\\_GS's solution](#)

**1681.**

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Adam\\_GS's solution](#)

**1682.**

1450F

[The Struggling Contestant · Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1683.**

1370F1

[The Hidden Pair \(Easy Version\) · Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Adam\\_GS's solution](#)

**1684.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Adam\\_GS's solution](#)

**1685.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**1686.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Adam\\_GS's solution](#)

**1687.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Adam\\_GS's solution](#)

**1688.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Adam\\_GS's solution](#)

**1689.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Adam\\_GS's solution](#)

**1690.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Adam\\_GS's solution](#)

**1691.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Adam\\_GS's solution](#)

**1692.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Adam\\_GS's solution](#)

**1693.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Adam\\_GS's solution](#)

**1694.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Adam\\_GS's solution](#)

**1695.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Adam\\_GS's solution](#)

**1696.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Adam\\_GS's solution](#)

**1697.**

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Adam\\_GS's solution](#)

**1698.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Adam\\_GS's solution](#)

**1699.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Adam\\_GS's solution](#)

**1700.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Adam\\_GS's solution](#)

**1701.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Adam\\_GS's solution](#)

**1702.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Adam\\_GS's solution](#)

**1703.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy,

two pointers

[Adam\\_GS's solution](#)

**1704.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Adam\\_GS's solution](#)

**1705.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Adam\\_GS's solution](#)

**1706.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Adam\\_GS's solution](#)

**1707.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Adam\\_GS's solution](#)

**1708.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Adam\\_GS's solution](#)

**1709.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Adam\\_GS's solution](#)

**1710.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Adam\\_GS's solution](#)

**1711.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Adam\\_GS's solution](#)

**1712.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Adam\\_GS's solution](#)

**1713.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Adam\\_GS's solution](#)

### 1714.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Adam\\_GS's solution](#)

### 1715.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Adam\\_GS's solution](#)

### 1716.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

### 1717.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

### 1718.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Adam\\_GS's solution](#)

### 1719.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Adam\\_GS's solution](#)

### 1720.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Adam\\_GS's solution](#)

### 1721.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

### 1722.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Adam\\_GS's solution](#)

### 1723.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Adam\\_GS's solution](#)

**1724.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Adam\\_GS's solution](#)

**1725.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**1726.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1727.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Adam\\_GS's solution](#)

**1728.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Adam\\_GS's solution](#)

**1729.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Adam\\_GS's solution](#)

**1730.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Adam\\_GS's solution](#)

**1731.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Adam\\_GS's solution](#)

**1732.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Adam\\_GS's solution](#)

**1733.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Adam\\_GS's solution](#)

**1734.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Adam\\_GS's solution](#)

**1735.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Adam\\_GS's solution](#)

**1736.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Adam\\_GS's solution](#)

**1737.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Adam\\_GS's solution](#)

**1738.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Adam\\_GS's solution](#)

**1739.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Adam\\_GS's solution](#)

**1740.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Adam\\_GS's solution](#)

**1741.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[Adam\\_GS's solution](#)

**1742.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Adam\\_GS's solution](#)

**1743.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, trees

[Adam\\_GS's solution](#)

**1744.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Adam\\_GS's solution](#)

**1745.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Adam\\_GS's solution](#)

**1746.**

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy

[Adam\\_GS's solution](#)

**1747.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Adam\\_GS's solution](#)

**1748.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Adam\\_GS's solution](#)

**1749.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Adam\\_GS's solution](#)

**1750.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1751.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1752.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Adam\\_GS's solution](#)

**1753.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Adam\\_GS's solution](#)

**1754.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Adam\\_GS's solution](#)

**1755.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Adam\\_GS's solution](#)

**1756.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-27 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Adam\\_GS's solution](#)

**1757.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Adam\\_GS's solution](#)

**1758.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Adam\\_GS's solution](#)

**1759.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Adam\\_GS's solution](#)

**1760.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Adam\\_GS's solution](#)

**1761.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Adam\\_GS's solution](#)

**1762.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft,

math

[Adam\\_GS's solution](#)

**1763.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Adam\\_GS's solution](#)

**1764.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Adam\\_GS's solution](#)

**1765.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1766.**

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Adam\\_GS's solution](#)

**1767.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Adam\\_GS's solution](#)

**1768.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Adam\\_GS's solution](#)

**1769.**

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Adam\\_GS's solution](#)

**1770.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Adam\\_GS's solution](#)

**1771.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Adam\\_GS's solution](#)

**1772.**

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1773.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Adam\\_GS's solution](#)

**1774.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Adam\\_GS's solution](#)

**1775.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Adam\\_GS's solution](#)

**1776.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[Adam\\_GS's solution](#)

**1777.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[Adam\\_GS's solution](#)

**1778.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Adam\\_GS's solution](#)

**1779.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Adam\\_GS's solution](#)

**1780.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Adam\\_GS's solution](#)

**1781.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Adam\\_GS's solution](#)

**1782.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Adam\\_GS's solution](#)

**1783.**

1542E2

[Abnormal Permutation Pairs \(hard version\) · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Adam\\_GS's solution](#)

**1784.**

1338D

[Nested Rubber Bands · Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Adam\\_GS's solution](#)

**1785.**

2115C

[Gellyfish and Eternal Violet · Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Adam\\_GS's solution](#)

**1786.**

2049F

[MEX OR Mania · Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Adam\\_GS's solution](#)

**1787.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[Adam\\_GS's solution](#)

**1788.**

2003E2

[Turtle and Inversions \(Hard Version\) · Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Adam\\_GS's solution](#)

**1789.**

1621F

[Strange Instructions · Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Adam\\_GS's solution](#)

**1790.**

1991G

[Grid Reset · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Adam\\_GS's solution](#)

**1791.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\) · Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Adam\\_GS's solution](#)

**1792.**

1601D

[Difficult Mountain · Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Adam\\_GS's solution](#)

**1793.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Adam\\_GS's solution](#)

**1794.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Adam\\_GS's solution](#)

**1795.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1796.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Adam\\_GS's solution](#)

**1797.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Adam\\_GS's solution](#)

**1798.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Adam\\_GS's solution](#)

**1799.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Adam\\_GS's solution](#)

**1800.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Adam\\_GS's solution](#)

**1801.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Adam\\_GS's solution](#)

**1802.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Adam\\_GS's solution](#)

**1803.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[Adam\\_GS's solution](#)

**1804.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Adam\\_GS's solution](#)

**1805.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Adam\\_GS's solution](#)

**1806.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Adam\\_GS's solution](#)

**1807.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[Adam\\_GS's solution](#)

**1808.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Adam\\_GS's solution](#)

**1809.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Adam\\_GS's solution](#)

**1810.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Adam\\_GS's solution](#)

**1811.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Adam\\_GS's solution](#)

**1812.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graphs, greedy, sortings

[Adam\\_GS's solution](#)

**1813.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Adam\\_GS's solution](#)

**1814.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Adam\\_GS's solution](#)

**1815.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Adam\\_GS's solution](#)

**1816.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Adam\\_GS's solution](#)

**1817.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Adam\\_GS's solution](#)

**1818.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1819.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Adam\\_GS's solution](#)

**1820.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Adam\\_GS's solution](#)

**1821.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Adam\\_GS's solution](#)

**1822.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Adam\\_GS's solution](#)

### 1823.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Adam\\_GS's solution](#)

### 1824.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Adam\\_GS's solution](#)

### 1825.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[Adam\\_GS's solution](#)

### 1826.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-04-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Adam\\_GS's solution](#)

### 1827.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Adam\\_GS's solution](#)

### 1828.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Adam\\_GS's solution](#)

### 1829.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Adam\\_GS's solution](#)

### 1830.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Adam\\_GS's solution](#)

### 1831.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Adam\\_GS's solution](#)

**1832.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Adam\\_GS's solution](#)

**1833.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[Adam\\_GS's solution](#)

**1834.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Adam\\_GS's solution](#)

**1835.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Adam\\_GS's solution](#)

**1836.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Adam\\_GS's solution](#)

**1837.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1838.**

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Adam\\_GS's solution](#)

**1839.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

**1840.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

**1841.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**1842.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Adam\\_GS's solution](#)

### 1843.

1987G1

[Spinning Round \(Easy Version\) · Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Adam\\_GS's solution](#)

### 1844.

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Adam\\_GS's solution](#)

### 1845.

1965D

[Missing Subarray Sum · Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

### 1846.

1494F

[Delete The Edges · Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Adam\\_GS's solution](#)

### 1847.

1381D

[The Majestic Brown Tree Snake · Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Adam\\_GS's solution](#)

### 1848.

559E

[Gerald and Path · Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Adam\\_GS's solution](#)

### 1849.

2075F

[Beautiful Sequence Returns · Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Adam\\_GS's solution](#)

### 1850.

1758F

[Decent Division · Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[Adam\\_GS's solution](#)

### 1851.

1842H

[Tenzing and Random Real Numbers · Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Adam\\_GS's solution](#)

### 1852.

1934E

[Weird LCM Operations · Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, number theory

[Adam\\_GS's solution](#)

### 1853.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Adam\\_GS's solution](#)

### 1854.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Adam\\_GS's solution](#)

### 1855.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Adam\\_GS's solution](#)

### 1856.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[Adam\\_GS's solution](#)

### 1857.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Adam\\_GS's solution](#)

### 1858.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Adam\\_GS's solution](#)

### 1859.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Adam\\_GS's solution](#)

### 1860.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Adam\\_GS's solution](#)

### 1861.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Adam\\_GS's solution](#)

### 1862.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem,

constructive algorithms, interactive, math

[Adam\\_GS's solution](#)

**1863.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Adam\\_GS's solution](#)

**1864.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Adam\\_GS's solution](#)

**1865.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Adam\\_GS's solution](#)

**1866.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Adam\\_GS's solution](#)

**1867.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Adam\\_GS's solution](#)

**1868.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Adam\\_GS's solution](#)

**1869.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Adam\\_GS's solution](#)

**1870.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[Adam\\_GS's solution](#)

**1871.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Adam\\_GS's solution](#)

**1872.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Adam\\_GS's solution](#)

**1873.**

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[Adam\\_GS's solution](#)

**1874.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Adam\\_GS's solution](#)

**1875.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Adam\\_GS's solution](#)

**1876.**

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Adam\\_GS's solution](#)

**1877.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Adam\\_GS's solution](#)

**1878.**

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Adam\\_GS's solution](#)

**1879.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Adam\\_GS's solution](#)

**1880.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Adam\\_GS's solution](#)

**1881.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Adam\\_GS's solution](#)

**1882.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Adam\\_GS's solution](#)

**1883.**

1874G

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

Quality: 146 global accepts · Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Adam\\_GS's solution](#)

**1884.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Adam\\_GS's solution](#)

**1885.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Adam\\_GS's solution](#)

**1886.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Adam\\_GS's solution](#)

**1887.**

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Adam\\_GS's solution](#)

**1888.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Adam\\_GS's solution](#)

**1889.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Adam\\_GS's solution](#)

**1890.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Adam\\_GS's solution](#)

**1891.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[Adam\\_GS's solution](#)

**1892.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, graph matchings, implementation

[Adam\\_GS's solution](#)

**1893.**

106270H

[Optimal Balancing Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1894.**

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1895.**

106270F

[Morning Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1896.**

106270J

[C-Style String Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1897.**

106039F

[Chinese Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1898.**

106039J

[The Messenger's Disguise](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1899.**

106039M

[Nomad](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1900.**

106039A

[Yuyuan Market](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1901.**

106039K

[Cake Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1902.**

106039H

[The Wisdom of Master Wei](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1903.**

105979I

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

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1904.**

105979K

[K. K. Slider's concert](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1905.**

105979D

[Discovering Graphlandia](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1906.**

105979C

[Chicken Jockey](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1907.**

105979A

[Arithmetica's problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1908.**

1058202025\_2A

[Manhattan Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1909.**

1058202024\_2A

[Colorful Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1910.**

1058202023\_2B

[An Array of Characters and Almost Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1911.**

1058202025\_1B

[Partitioning into Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1912.**

1058202023\_1A

[An Array and Several More Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1913.**

1058202025\_1A

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1914.**

1058202023\_1C

[An Array and Range Additions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1915.**

105884H

[Litmus Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1916.**

105884F

[Distinct of Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1917.**

105884D

[An Interesting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1918.**

105884B

[The Last Bit of Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1919.**

105884J

[LCM Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1920.**

105884I

[XOR This OR That](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1921.**

105884A

[Pair Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1922.**

105884G

[To Infinity and Beyond](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1923.**

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1924.**

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1925.**

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1926.**

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1927.**

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1928.**

105873J

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

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1929.**

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1930.**

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1931.**

105803D

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1932.**

105803B

[Paths in the Sand](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1933.**

105757A

[XO-OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1934.**

105681A

[Stone Enthusiast](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1935.**

105681B

[Distinctive Features](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1936.**

105681D

[Repainting the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1937.**

105681G

[Ultrafast train](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1938.**

105706C

[Virtual Tree Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1939.**

105706B

[Error of 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1940.**

105706A

[Neq Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1941.**

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1942.**

105639C

[To School Through the Snow](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1943.**

105639B

[SuperSavings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1944.**

105639A

[Enchanted Cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1945.**

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1946.**

105593E

[Paths of Gridland](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1947.**

105593F

[AB](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1948.**

105593D

[sumaXOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1949.**

105593H

[Alcarrian survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1950.**

105593K

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

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1951.**

105593O

[Minimum Diameter Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1952.**

105593P

[PELODE](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1953.**

105593I

[CAMA's Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1954.**

105593L

[pi-ip](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1955.**

105593M

[Learning to Write CAMA](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1956.**

105593G

[enCAMAdo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1957.**

105593B

[grippy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1958.**

105593C

[Poniendo aristas](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1959.**

105593N

[First Problem of CAMA 2024](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1960.**

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1961.**

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1962.**

105187A

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1963.**

105187B

[Soccer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1964.**

105186B

[Permute-inator](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1965.**

105186C

[Renovations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1966.**

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1967.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Adam\\_GS's solution](#)

**1968.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Adam\\_GS's solution](#)

**1969.**

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, dsu, graphs

[Adam\\_GS's solution](#)

## 1970.

1940C

### [Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[Adam\\_GS's solution](#)

## 1971.

1940B

### [Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[Adam\\_GS's solution](#)

## 1972.

1940D

### [Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[Adam\\_GS's solution](#)

## 1973.

1939B

### [Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[Adam\\_GS's solution](#)

## 1974.

1939C

### [More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, two pointers

[Adam\\_GS's solution](#)

## 1975.

104077D

### [Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

## 1976.

104973B

### [Hats](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

## 1977.

104973C

### [Pepeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

## 1978.

104973D

### [Removals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

## 1979.

104973E

### [Databases](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1980.**

104973A

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1981.**

104896C

[Third grader's task](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1982.**

104896B

[Integral Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1983.**

104443H

[Random Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1984.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1985.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1986.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1987.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1988.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1989.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1990.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1991.**

104597C

[Compuesto](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1992.**

104597E

[Minpormax](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1993.**

104597F

[Cartas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1994.**

104597B

[Petalos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1995.**

104597A

[Asientos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1996.**

104468I

[Obada-utiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1997.**

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1998.**

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**1999.**

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2000.**

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2001.**

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2002.**

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2003.**

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2004.**

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2005.**

104493J

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

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2006.**

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2007.**

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2008.**

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2009.**

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2010.**

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2011.**

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2012.**

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2013.**

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2014.**

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2015.**

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2016.**

104454L

[Permutations and sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2017.**

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2018.**

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2019.**

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2020.**

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2021.**

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2022.**

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2023.**

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2024.**

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2025.**

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2026.**

104454J

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

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2027.**

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2028.**

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2029.**

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2030.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2031.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2032.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2033.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2034.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2035.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2036.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2037.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2038.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2039.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2040.**

104412M

[Modify the Array](#) · [Tutorial](#)

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[Adam\\_GS's solution](#)**2041.**

104412L

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[Adam\\_GS's solution](#)**2042.**

104412J

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Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2043.**

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2044.**

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)**2045.**

104412H

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Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2046.**

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2047.**

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2048.**

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2049.**

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2050.**

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2051.**

103940C

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**2052.**

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2053.**

103940G

[Guadalajara trains](#) · [Tutorial](#)

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**2054.**

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2055.**

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2056.**

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2057.**

103940B

[Binahuatl's Prophecy](#) · Tutorial

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2058.**

103940E

[Express Warehouse Migration](#) · Tutorial

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2059.**

104373D

[Shortest Path Fast Algorithm](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2060.**

104373C

[Laser Trap](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2061.**

104373G

[Cyclic Buffer](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2062.**

104373F

[Sandpile on Clique](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2063.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2064.**

104373K

[Link-Cut Tree](#) · Tutorial

Rating: — · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2065.**

104375K

[Kingdom Power C.](#) · Tutorial

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2066.**

104375I

[Improving Chewing Candy](#) · Tutorial

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2067.**

104375G

[Growing game](#) · Tutorial

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2068.**

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2069.**

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2070.**

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2071.**

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2072.**

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2073.**

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2074.**

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2075.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2076.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2077.**

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2078.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2079.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2080.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2081.**

104178E

[Hunted](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2082.**

104178D

[World](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2083.**

104178B

[Moo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2084.**

104178A

[Success](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2085.**

104064H

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**2086.**

104064G

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Rating: — · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2087.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2088.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2089.**

104064K

[Knitpicking](#) · [Tutorial](#)

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**2090.**

102968G

[Complete Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2091.**

102968A

[Perfect Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2092.**

102968I

[Orchards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2093.**

102968F

[Japanese parser](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2094.**

102968B

[Rainbow Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2095.**

102968D

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**2096.**

102968K

[Squares City](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2097.**

102968H

[KMP](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2098.**

102968L

[Yet another roads problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2099.**

104301B

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2100.**

104301A

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2101.**

104283K

[Special Lattice Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2102.**

104283A

[Yet Another Short Statement](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2103.**

104283C

[Johnny English Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2104.**

104283I

[The Secret Key](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2105.**

104283G

[Another Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2106.**

104283E

[Tree query with update](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2107.**

104283J

[Magic Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2108.**

104283H

[Sequential Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2109.**

104283F

[Find GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2110.**

104283B

[Johny English and Group Formation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2111.**

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2112.**

104287D

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

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2113.**

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2114.**

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2115.**

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2116.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[Adam\\_GS's solution](#)

**2117.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[Adam\\_GS's solution](#)

**2118.**

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2119.**

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2120.**

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2121.**

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2122.**

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2123.**

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2124.**

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2125.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2126.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2127.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2128.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2129.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2130.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2131.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2132.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2133.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2134.**

104261G

[Path to Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2135.**

104261E

[Gluing Pluto Back Together](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2136.**

104261D

[Celestial Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2137.**

104261C

[Calibration Complications](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2138.**

104261B

[Pluto Discovery!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2139.**

104261A

[Planetary Status](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2140.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2141.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2142.**

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2143.**

103446J

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

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2144.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2145.**

103446B

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

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2146.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2147.**

103446D

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

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2148.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2149.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2150.**

103241O

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2151.**

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2152.**

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2153.**

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2154.**

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2155.**

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2156.**

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2157.**

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2158.**

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2159.**

103241E

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

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2160.**

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2161.**

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2162.**

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2163.**

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2164.**

104230C

[Toy Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2165.**

104229C

[SocialEngineering](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2166.**

104229B

[Lego Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2167.**

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2168.**

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2169.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2170.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2171.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2172.**

104128I

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

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2173.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2174.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2175.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2176.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2177.**

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2178.**

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2179.**

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2180.**

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2181.**

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2182.**

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2183.**

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2184.**

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2185.**

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2186.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2187.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2188.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2189.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2190.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2191.**

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2192.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2193.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2194.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2195.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2196.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2197.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2198.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2199.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2200.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2201.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2202.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2203.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2204.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2205.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2206.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2207.**

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2208.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2209.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2210.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2211.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2212.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2213.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2214.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2215.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2216.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2217.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2218.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2219.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2220.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2221.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2222.**

103181B

[Convoluted Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2223.**

103181A

[Crop Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2224.**

103181F

[Relay Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2225.**

103181L

[Hard work](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2226.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2227.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2228.**

103214B

[Scrabble](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2229.**

102566F

[Magic Wand](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2230.**

103476B

[Julia and Flower Beds](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2231.**

103476A

[Missing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2232.**

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2233.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2234.**

102651C

[Optimal Truck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2235.**

102651B

[Tetris Remastered](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2236.**

102651A

[The Battle of Giants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2237.**

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2238.**

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2239.**

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2240.**

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2241.**

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2242.**

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2243.**

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2244.**

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2245.**

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2246.**

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2247.**

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Adam\\_GS's solution](#)

**2248.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math, number theory

[Adam\\_GS's solution](#)

**2249.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Adam\\_GS's solution](#)

**2250.**

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special

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