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Unique solved — AgafonovArtem

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

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

Filters: none

Count: 1,204

1.

2218C

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

Quality: 26,497 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[AgafonovArtem's solution](#)

2.

2218B

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

Quality: 33,745 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)

[AgafonovArtem's solution](#)

3.

2218A

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

Quality: 34,990 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [games](#), [implementation](#), [math](#)

[AgafonovArtem's solution](#)

4.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

[AgafonovArtem's solution](#)

5.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)

[AgafonovArtem's solution](#)

6.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)

[AgafonovArtem's solution](#)

7.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

[AgafonovArtem's solution](#)

8.

2184A

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

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)

[AgafonovArtem's solution](#)

9.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#)

[AgafonovArtem's solution](#)

10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[AgafonovArtem's solution](#)

11.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[AgafonovArtem's solution](#)

12.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[AgafonovArtem's solution](#)

13.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[AgafonovArtem's solution](#)

14.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

15.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[AgafonovArtem's solution](#)

16.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

17.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

18.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[AgafonovArtem's solution](#)

19.

2137A

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Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

20.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

strings

[AgafonovArtem's solution](#)

21.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,217 global accepts · Rating: 800 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

22.

2131B

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Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

23.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AgafonovArtem's solution](#)

24.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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25.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

26.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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27.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

28.

2084A

[Max and Mod](#) · [Tutorial](#)

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29.

2071A

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

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30.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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31.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
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32.

2067A

[Adjacent Digit Sums · Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[AgafonovArtem's solution](#)

33.

2065B

[Skibidus and Ohio · Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[AgafonovArtem's solution](#)

34.

2065A

[Skibidus and Amog'u · Tutorial](#)

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[AgafonovArtem's solution](#)

35.

2059A

[Milya and Two Arrays · Tutorial](#)

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36.

2062A

[String · Tutorial](#)

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[AgafonovArtem's solution](#)

37.

2063A

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[AgafonovArtem's solution](#)

38.

2061A

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[AgafonovArtem's solution](#)

39.

2060A

[Fibonacciness · Tutorial](#)

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[AgafonovArtem's solution](#)

40.

2056A

[Shape Perimeter · Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[AgafonovArtem's solution](#)

41.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[AgafonovArtem's solution](#)

42.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

43.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

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44.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

45.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,770 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[AgafonovArtem's solution](#)

46.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

47.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AgafonovArtem's solution](#)

48.

2048A

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

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

[AgafonovArtem's solution](#)

49.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

50.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

51.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

52.

2034A

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

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

[AgafonovArtem's solution](#)

53.

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

[AgafonovArtem's solution](#)

54.

1991A

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

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

[AgafonovArtem's solution](#)

55.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: strings

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56.

1984A

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

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[AgafonovArtem's solution](#)

57.

1975A

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

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[AgafonovArtem's solution](#)

58.

1942A

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59.

92A

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60.

1930A

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

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61.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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62.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

63.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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64.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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65.

80A

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Quality: 66,323 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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66.

1834A

[Unit Array](#) · [Tutorial](#)

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67.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[AgafonovArtem's solution](#)

68.

1840A

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Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

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69.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

70.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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71.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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72.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,569 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

73.

1030A

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

Quality: 171,502 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

74.

467A

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

Quality: 155,974 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

75.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,684 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

76.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[AgafonovArtem's solution](#)

77.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,578 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[AgafonovArtem's solution](#)

78.

266B

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

Quality: 166,118 global accepts · Rating: 800 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[AgafonovArtem's solution](#)

79.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

80.

110A

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

Quality: 199,539 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

81.

977A

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

Quality: 217,542 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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82.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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83.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: math
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- 84.**
1722C
[Word Game](#) · [Tutorial](#)
Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[AgafonovArtem's solution](#)
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1722B
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- 86.**
1722A
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- 87.**
546A
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791A
[Bear and Big Brother](#) · [Tutorial](#)
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- 89.**
1721A
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266A
[Stones on the Table](#) · [Tutorial](#)
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- 91.**
236A
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- 92.**
281A
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[AgafonovArtem's solution](#)
- 93.**
71A
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[AgafonovArtem's solution](#)
- 94.**
1704A
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95.

339A

[Helpful Maths](#) · [Tutorial](#)

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96.

112A

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

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[AgafonovArtem's solution](#)

97.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

98.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

99.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[AgafonovArtem's solution](#)

100.

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AgafonovArtem's solution](#)

101.

61A

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

Quality: 136,233 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

102.

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

103.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

104.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

105.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,177 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

106.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

107.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

108.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

109.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

110.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,773 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation

[AgafonovArtem's solution](#)

111.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

112.

22A

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

Quality: 27,089 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

113.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

114.

1696A

[NIT orz!](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

115.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

116.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

117.

1688B

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

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

[AgafonovArtem's solution](#)

118.

1688A

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

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

[AgafonovArtem's solution](#)

119.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[AgafonovArtem's solution](#)

120.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

121.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AgafonovArtem's solution](#)

122.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AgafonovArtem's solution](#)

123.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

124.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

125.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[AgafonovArtem's solution](#)

126.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[AgafonovArtem's solution](#)

127.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

128.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

129.

2132B

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

Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AgafonovArtem's solution](#)

130.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

131.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

132.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[AgafonovArtem's solution](#)

133.

2048B

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

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

[AgafonovArtem's solution](#)

134.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[AgafonovArtem's solution](#)

135.

1951A

[Dual Trigger](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

136.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

137.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

138.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

139.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

140.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

141.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

142.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[AgafonovArtem's solution](#)

143.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

144.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, schedules

[AgafonovArtem's solution](#)

145.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

146.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

147.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

148.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2021-10-08 · last AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[AgafonovArtem's solution](#)

149.

16B

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

Quality: 20,771 global accepts · Rating: 900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AgafonovArtem's solution](#)

150.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

151.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[AgafonovArtem's solution](#)

152.

10A

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

Quality: 8,347 global accepts · Rating: 900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

153.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[AgafonovArtem's solution](#)

154.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[AgafonovArtem's solution](#)

155.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,921 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[AgafonovArtem's solution](#)

156.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

157.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[AgafonovArtem's solution](#)

158.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

159.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[AgafonovArtem's solution](#)

160.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

161.

2060B

[Farmer John's Card Game · Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

162.

2055B

[Crafting · Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[AgafonovArtem's solution](#)

163.

2057B

[Gorilla and the Exam · Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

164.

2051C

[Preparing for the Exam · Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[AgafonovArtem's solution](#)

165.

2034B

[Rakhsh's Revival · Tutorial](#)

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

[AgafonovArtem's solution](#)

166.

2002B

[Removals Game · Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AgafonovArtem's solution](#)

167.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[AgafonovArtem's solution](#)

168.

1930B

[Permutation Printing · Tutorial](#)

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

[AgafonovArtem's solution](#)

169.

90A

[Cableway · Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

170.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

171.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

172.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[AgafonovArtem's solution](#)

173.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[AgafonovArtem's solution](#)

174.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

175.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

176.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

177.

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

178.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

179.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[AgafonovArtem's solution](#)

180.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AgafonovArtem's solution](#)

181.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

182.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AgafonovArtem's solution](#)

183.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[AgafonovArtem's solution](#)

184.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

185.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

186.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-10-08 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[AgafonovArtem's solution](#)

187.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

188.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

189.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

190.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[AgafonovArtem's solution](#)

191.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

192.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

193.

2218D

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

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AgafonovArtem's solution](#)

194.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[AgafonovArtem's solution](#)

195.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[AgafonovArtem's solution](#)

196.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AgafonovArtem's solution](#)

197.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

198.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[AgafonovArtem's solution](#)

199.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AgafonovArtem's solution](#)

200.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[AgafonovArtem's solution](#)

201.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

202.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

203.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

204.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[AgafonovArtem's solution](#)

205.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AgafonovArtem's solution](#)

206.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[AgafonovArtem's solution](#)

207.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

208.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[AgafonovArtem's solution](#)

209.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[AgafonovArtem's solution](#)

210.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AgafonovArtem's solution](#)

211.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[AgafonovArtem's solution](#)

212.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

213.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

214.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

215.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AgafonovArtem's solution](#)

216.

1984B

[Large Addition](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

217.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

218.

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

219.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

220.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[AgafonovArtem's solution](#)

221.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

222.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

223.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

224.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[AgafonovArtem's solution](#)

225.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[AgafonovArtem's solution](#)

226.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AgafonovArtem's solution](#)

227.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

228.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[AgafonovArtem's solution](#)

229.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

230.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

231.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

232.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

233.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

234.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: 1100 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

235.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AgafonovArtem's solution](#)

236.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[AgafonovArtem's solution](#)

237.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[AgafonovArtem's solution](#)

238.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

239.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[AgafonovArtem's solution](#)

240.

2218E

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

Quality: 14,125 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[AgafonovArtem's solution](#)

241.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[AgafonovArtem's solution](#)

242.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[AgafonovArtem's solution](#)

243.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, two pointers

[AgafonovArtem's solution](#)

244.

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

245.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

246.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

247.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[AgafonovArtem's solution](#)

248.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[AgafonovArtem's solution](#)

249.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

250.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

251.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[AgafonovArtem's solution](#)

252.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[AgafonovArtem's solution](#)

253.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[AgafonovArtem's solution](#)

254.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[AgafonovArtem's solution](#)

255.

2002C

[Black Circles](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

256.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AgafonovArtem's solution](#)

257.

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

[AgafonovArtem's solution](#)

258.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

259.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

260.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

261.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AgafonovArtem's solution](#)

262.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AgafonovArtem's solution](#)

263.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[AgafonovArtem's solution](#)

264.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AgafonovArtem's solution](#)

265.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

266.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[AgafonovArtem's solution](#)

267.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[AgafonovArtem's solution](#)

268.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AgafonovArtem's solution](#)

269.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[AgafonovArtem's solution](#)

270.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[AgafonovArtem's solution](#)

271.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

272.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[AgafonovArtem's solution](#)

273.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AgafonovArtem's solution](#)

274.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

275.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[AgafonovArtem's solution](#)

276.

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[AgafonovArtem's solution](#)

277.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[AgafonovArtem's solution](#)

278.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[AgafonovArtem's solution](#)

279.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[AgafonovArtem's solution](#)

280.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation
[AgafonovArtem's solution](#)

281.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: strings
[AgafonovArtem's solution](#)

282.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[AgafonovArtem's solution](#)

283.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[AgafonovArtem's solution](#)

284.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AgafonovArtem's solution](#)

285.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

286.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[AgafonovArtem's solution](#)

287.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[AgafonovArtem's solution](#)

288.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AgafonovArtem's solution](#)

289.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[AgafonovArtem's solution](#)

290.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[AgafonovArtem's solution](#)

291.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[AgafonovArtem's solution](#)

292.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[AgafonovArtem's solution](#)

293.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[AgafonovArtem's solution](#)

294.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[AgafonovArtem's solution](#)

295.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[AgafonovArtem's solution](#)

296.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[AgafonovArtem's solution](#)

297.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[AgafonovArtem's solution](#)

298.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[AgafonovArtem's solution](#)

299.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

300.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: 1300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AgafonovArtem's solution](#)

301.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[AgafonovArtem's solution](#)

302.

1984C1

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

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

[AgafonovArtem's solution](#)

303.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[AgafonovArtem's solution](#)

304.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[AgafonovArtem's solution](#)

305.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AgafonovArtem's solution](#)

306.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, math

[AgafonovArtem's solution](#)

307.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

308.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AgafonovArtem's solution](#)

309.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

310.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

311.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[AgafonovArtem's solution](#)

312.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[AgafonovArtem's solution](#)

313.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

314.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

315.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

316.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

317.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

318.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AgafonovArtem's solution](#)

319.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[AgafonovArtem's solution](#)

320.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

321.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

[AgafonovArtem's solution](#)

322.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

323.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

324.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

325.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

326.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation

[AgafonovArtem's solution](#)

327.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

328.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[AgafonovArtem's solution](#)

329.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

330.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

331.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

332.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

333.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, sortings, strings

[AgafonovArtem's solution](#)

334.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[AgafonovArtem's solution](#)

335.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

336.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[AgafonovArtem's solution](#)

337.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[AgafonovArtem's solution](#)

338.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[AgafonovArtem's solution](#)

339.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[AgafonovArtem's solution](#)

340.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[AgafonovArtem's solution](#)

341.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[AgafonovArtem's solution](#)

342.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[AgafonovArtem's solution](#)

343.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[AgafonovArtem's solution](#)

344.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[AgafonovArtem's solution](#)

345.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[AgafonovArtem's solution](#)

346.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[AgafonovArtem's solution](#)

347.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[AgafonovArtem's solution](#)

348.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[AgafonovArtem's solution](#)

349.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

350.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AgafonovArtem's solution](#)

351.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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

[AgafonovArtem's solution](#)

352.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

353.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[AgafonovArtem's solution](#)

354.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

355.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[AgafonovArtem's solution](#)

356.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

357.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[AgafonovArtem's solution](#)

358.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[AgafonovArtem's solution](#)

359.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu
[AgafonovArtem's solution](#)

360.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AgafonovArtem's solution](#)

361.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AgafonovArtem's solution](#)

362.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[AgafonovArtem's solution](#)

363.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
[AgafonovArtem's solution](#)

364.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[AgafonovArtem's solution](#)

365.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[AgafonovArtem's solution](#)

366.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AgafonovArtem's solution](#)

367.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[AgafonovArtem's solution](#)

368.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AgafonovArtem's solution](#)

369.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[AgafonovArtem's solution](#)

370.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[AgafonovArtem's solution](#)

371.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AgafonovArtem's solution](#)

372.

2218F

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

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[AgafonovArtem's solution](#)

373.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[AgafonovArtem's solution](#)

374.

2183D1

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

Quality: 8,857 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

[AgafonovArtem's solution](#)

375.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[AgafonovArtem's solution](#)

376.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[AgafonovArtem's solution](#)

377.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[AgafonovArtem's solution](#)

378.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AgafonovArtem's solution](#)

379.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[AgafonovArtem's solution](#)

380.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[AgafonovArtem's solution](#)

381.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math
[AgafonovArtem's solution](#)

382.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[AgafonovArtem's solution](#)

383.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AgafonovArtem's solution](#)

384.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[AgafonovArtem's solution](#)

385.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[AgafonovArtem's solution](#)

386.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[AgafonovArtem's solution](#)

387.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[AgafonovArtem's solution](#)

388.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[AgafonovArtem's solution](#)

389.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

390.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

391.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AgafonovArtem's solution](#)

392.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy

[AgafonovArtem's solution](#)

393.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, strings

[AgafonovArtem's solution](#)

394.

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

[AgafonovArtem's solution](#)

395.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[AgafonovArtem's solution](#)

396.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AgafonovArtem's solution](#)

397.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

398.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

399.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

400.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[AgafonovArtem's solution](#)

401.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[AgafonovArtem's solution](#)

402.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AgafonovArtem's solution](#)

403.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

404.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

405.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[AgafonovArtem's solution](#)

406.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[AgafonovArtem's solution](#)

407.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[AgafonovArtem's solution](#)

408.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AgafonovArtem's solution](#)

409.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[AgafonovArtem's solution](#)

410.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,455 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

[AgafonovArtem's solution](#)

411.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[AgafonovArtem's solution](#)

412.

2184D

[Unfair Game · Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AgafonovArtem's solution](#)

413.

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[AgafonovArtem's solution](#)

414.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AgafonovArtem's solution](#)

415.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[AgafonovArtem's solution](#)

416.

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[AgafonovArtem's solution](#)

417.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

418.

2070D

[Tree Jumps · Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[AgafonovArtem's solution](#)

419.

2065E

[Skibidus and Rizz · Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[AgafonovArtem's solution](#)

420.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[AgafonovArtem's solution](#)

421.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[AgafonovArtem's solution](#)

422.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[AgafonovArtem's solution](#)

423.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[AgafonovArtem's solution](#)

424.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[AgafonovArtem's solution](#)

425.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AgafonovArtem's solution](#)

426.

2048D

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

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

[AgafonovArtem's solution](#)

427.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

428.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

429.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

430.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[AgafonovArtem's solution](#)

431.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[AgafonovArtem's solution](#)

432.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[AgafonovArtem's solution](#)

433.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory

[AgafonovArtem's solution](#)

434.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AgafonovArtem's solution](#)

435.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[AgafonovArtem's solution](#)

436.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, greedy, strings

[AgafonovArtem's solution](#)

437.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[AgafonovArtem's solution](#)

438.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing

[AgafonovArtem's solution](#)

439.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

440.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

441.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[AgafonovArtem's solution](#)

442.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[AgafonovArtem's solution](#)

443.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[AgafonovArtem's solution](#)

444.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

445.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

446.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AgafonovArtem's solution](#)

447.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

448.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[AgafonovArtem's solution](#)

449.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

450.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[AgafonovArtem's solution](#)

451.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

452.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AgafonovArtem's solution](#)

453.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

454.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

455.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

456.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[AgafonovArtem's solution](#)

457.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AgafonovArtem's solution](#)

458.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[AgafonovArtem's solution](#)

459.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[AgafonovArtem's solution](#)

460.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[AgafonovArtem's solution](#)

461.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[AgafonovArtem's solution](#)

462.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AgafonovArtem's solution](#)

463.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 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

[AgafonovArtem's solution](#)

464.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[AgafonovArtem's solution](#)

465.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[AgafonovArtem's solution](#)

466.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[AgafonovArtem's solution](#)

467.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[AgafonovArtem's solution](#)

468.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

469.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AgafonovArtem's solution](#)

470.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[AgafonovArtem's solution](#)

471.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[AgafonovArtem's solution](#)

472.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

473.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[AgafonovArtem's solution](#)

474.

1930C

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

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

[AgafonovArtem's solution](#)

475.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[AgafonovArtem's solution](#)

476.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation

[AgafonovArtem's solution](#)

477.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AgafonovArtem's solution](#)

478.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

479.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

480.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AgafonovArtem's solution](#)

481.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[AgafonovArtem's solution](#)

482.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[AgafonovArtem's solution](#)

483.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AgafonovArtem's solution](#)

484.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[AgafonovArtem's solution](#)

485.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[AgafonovArtem's solution](#)

486.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[AgafonovArtem's solution](#)

487.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[AgafonovArtem's solution](#)

488.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation
[AgafonovArtem's solution](#)

489.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[AgafonovArtem's solution](#)

490.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing
[AgafonovArtem's solution](#)

491.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[AgafonovArtem's solution](#)

492.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

493.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

494.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AgafonovArtem's solution](#)

495.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

496.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

497.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

498.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

499.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[AgafonovArtem's solution](#)

500.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[AgafonovArtem's solution](#)

501.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

502.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

503.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, implementation, math

[AgafonovArtem's solution](#)

504.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[AgafonovArtem's solution](#)

505.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AgafonovArtem's solution](#)

506.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[AgafonovArtem's solution](#)

507.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

508.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[AgafonovArtem's solution](#)

509.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

510.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[AgafonovArtem's solution](#)

511.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[AgafonovArtem's solution](#)

512.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[AgafonovArtem's solution](#)

513.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data

structures, dp, greedy, two pointers

[AgafonovArtem's solution](#)

514.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[AgafonovArtem's solution](#)

515.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[AgafonovArtem's solution](#)

516.

2127D

[Root was Built by Love. Broken by Destiny](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AgafonovArtem's solution](#)

517.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[AgafonovArtem's solution](#)

518.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[AgafonovArtem's solution](#)

519.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AgafonovArtem's solution](#)

520.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[AgafonovArtem's solution](#)

521.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

522.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

523.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AgafonovArtem's solution](#)

524.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[AgafonovArtem's solution](#)

525.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[AgafonovArtem's solution](#)

526.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AgafonovArtem's solution](#)

527.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[AgafonovArtem's solution](#)

528.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[AgafonovArtem's solution](#)

529.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[AgafonovArtem's solution](#)

530.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AgafonovArtem's solution](#)

531.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[AgafonovArtem's solution](#)

532.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

533.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AgafonovArtem's solution](#)

534.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[AgafonovArtem's solution](#)

535.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AgafonovArtem's solution](#)

536.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, implementation
[AgafonovArtem's solution](#)

537.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[AgafonovArtem's solution](#)

538.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AgafonovArtem's solution](#)

539.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[AgafonovArtem's solution](#)

540.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees
[AgafonovArtem's solution](#)

541.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[AgafonovArtem's solution](#)

542.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation
[AgafonovArtem's solution](#)

543.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[AgafonovArtem's solution](#)

544.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[AgafonovArtem's solution](#)

545.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

546.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AgafonovArtem's solution](#)

547.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

548.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

549.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[AgafonovArtem's solution](#)

550.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AgafonovArtem's solution](#)

551.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

552.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[AgafonovArtem's solution](#)

553.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,397 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[AgafonovArtem's solution](#)

554.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[AgafonovArtem's solution](#)

555.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory

[AgafonovArtem's solution](#)

556.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

557.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AgafonovArtem's solution](#)

558.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[AgafonovArtem's solution](#)

559.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[AgafonovArtem's solution](#)

560.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[AgafonovArtem's solution](#)

561.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[AgafonovArtem's solution](#)

562.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[AgafonovArtem's solution](#)

563.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[AgafonovArtem's solution](#)

564.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AgafonovArtem's solution](#)

565.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[AgafonovArtem's solution](#)

566.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[AgafonovArtem's solution](#)

567.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[AgafonovArtem's solution](#)

568.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[AgafonovArtem's solution](#)

569.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AgafonovArtem's solution](#)

570.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AgafonovArtem's solution](#)

571.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[AgafonovArtem's solution](#)

572.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AgafonovArtem's solution](#)

573.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[AgafonovArtem's solution](#)

574.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 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

[AgafonovArtem's solution](#)

575.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[AgafonovArtem's solution](#)

576.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[AgafonovArtem's solution](#)

577.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[AgafonovArtem's solution](#)

578.

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

[AgafonovArtem's solution](#)

579.

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

[AgafonovArtem's solution](#)

580.

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

[AgafonovArtem's solution](#)

581.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[AgafonovArtem's solution](#)

582.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

583.

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

[AgafonovArtem's solution](#)

584.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AgafonovArtem's solution](#)

585.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

586.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

587.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AgafonovArtem's solution](#)

588.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[AgafonovArtem's solution](#)

589.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[AgafonovArtem's solution](#)

590.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

591.

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

[AgafonovArtem's solution](#)

592.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[AgafonovArtem's solution](#)

593.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AgafonovArtem's solution](#)

594.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: games

[AgafonovArtem's solution](#)

595.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[AgafonovArtem's solution](#)

596.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

597.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

598.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[AgafonovArtem's solution](#)

599.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AgafonovArtem's solution](#)

600.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

601.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

602.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[AgafonovArtem's solution](#)

603.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

604.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2021-10-28 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[AgafonovArtem's solution](#)

605.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AgafonovArtem's solution](#)

606.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

607.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

608.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

609.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AgafonovArtem's solution](#)

610.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AgafonovArtem's solution](#)

611.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[AgafonovArtem's solution](#)

612.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[AgafonovArtem's solution](#)

613.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

614.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[AgafonovArtem's solution](#)

615.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[AgafonovArtem's solution](#)

616.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[AgafonovArtem's solution](#)

617.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-10-28 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[AgafonovArtem's solution](#)

618.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

619.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

620.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[AgafonovArtem's solution](#)

621.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[AgafonovArtem's solution](#)

622.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[AgafonovArtem's solution](#)

623.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[AgafonovArtem's solution](#)

624.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[AgafonovArtem's solution](#)

625.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[AgafonovArtem's solution](#)

626.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AgafonovArtem's solution](#)

627.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AgafonovArtem's solution](#)

628.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[AgafonovArtem's solution](#)

629.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[AgafonovArtem's solution](#)

630.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[AgafonovArtem's solution](#)

631.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[AgafonovArtem's solution](#)

632.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[AgafonovArtem's solution](#)

633.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AgafonovArtem's solution](#)

634.

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

[AgafonovArtem's solution](#)

635.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AgafonovArtem's solution](#)

636.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[AgafonovArtem's solution](#)

637.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math

[AgafonovArtem's solution](#)

638.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

639.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, sortings

[AgafonovArtem's solution](#)

640.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, number theory

[AgafonovArtem's solution](#)

641.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AgafonovArtem's solution](#)

642.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AgafonovArtem's solution](#)

643.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[AgafonovArtem's solution](#)

644.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[AgafonovArtem's solution](#)

645.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[AgafonovArtem's solution](#)

646.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[AgafonovArtem's solution](#)

647.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

648.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

649.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[AgafonovArtem's solution](#)

650.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

651.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AgafonovArtem's solution](#)

652.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AgafonovArtem's solution](#)

653.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AgafonovArtem's solution](#)

654.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[AgafonovArtem's solution](#)

655.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

656.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

657.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[AgafonovArtem's solution](#)

658.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AgafonovArtem's solution](#)

659.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AgafonovArtem's solution](#)

660.

39A

[C++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, greedy
[AgafonovArtem's solution](#)

661.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[AgafonovArtem's solution](#)

662.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[AgafonovArtem's solution](#)

663.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, shortest paths, sortings
[AgafonovArtem's solution](#)

664.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[AgafonovArtem's solution](#)

665.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[AgafonovArtem's solution](#)

666.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory
[AgafonovArtem's solution](#)

667.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[AgafonovArtem's solution](#)

668.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,540 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings
[AgafonovArtem's solution](#)

669.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

670.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

671.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

672.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[AgafonovArtem's solution](#)

673.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AgafonovArtem's solution](#)

674.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games

[AgafonovArtem's solution](#)

675.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[AgafonovArtem's solution](#)

676.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[AgafonovArtem's solution](#)

677.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[AgafonovArtem's solution](#)

678.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AgafonovArtem's solution](#)

679.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[AgafonovArtem's solution](#)

680.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AgafonovArtem's solution](#)

681.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

682.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[AgafonovArtem's solution](#)

683.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[AgafonovArtem's solution](#)

684.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[AgafonovArtem's solution](#)

685.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

686.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[AgafonovArtem's solution](#)

687.

2183D2

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

Quality: 2,499 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

[AgafonovArtem's solution](#)

688.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[AgafonovArtem's solution](#)

689.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[AgafonovArtem's solution](#)

690.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AgafonovArtem's solution](#)

691.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[AgafonovArtem's solution](#)

692.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[AgafonovArtem's solution](#)

693.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[AgafonovArtem's solution](#)

694.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[AgafonovArtem's solution](#)

695.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[AgafonovArtem's solution](#)

696.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 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

[AgafonovArtem's solution](#)

697.

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

[AgafonovArtem's solution](#)

698.

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

[AgafonovArtem's solution](#)

699.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 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

[AgafonovArtem's solution](#)

700.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AgafonovArtem's solution](#)

701.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[AgafonovArtem's solution](#)

702.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[AgafonovArtem's solution](#)

703.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[AgafonovArtem's solution](#)

704.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[AgafonovArtem's solution](#)

705.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AgafonovArtem's solution](#)

706.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[AgafonovArtem's solution](#)

707.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[AgafonovArtem's solution](#)

708.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[AgafonovArtem's solution](#)

709.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[AgafonovArtem's solution](#)

710.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 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

[AgafonovArtem's solution](#)

711.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar

[AgafonovArtem's solution](#)

712.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

713.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

[AgafonovArtem's solution](#)

714.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, probabilities

[AgafonovArtem's solution](#)

715.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs

[AgafonovArtem's solution](#)

716.

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[AgafonovArtem's solution](#)

717.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings

[AgafonovArtem's solution](#)

718.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[AgafonovArtem's solution](#)

719.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[AgafonovArtem's solution](#)

720.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

721.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AgafonovArtem's solution](#)

722.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[AgafonovArtem's solution](#)

723.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees
[AgafonovArtem's solution](#)

724.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[AgafonovArtem's solution](#)

725.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 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
[AgafonovArtem's solution](#)

726.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[AgafonovArtem's solution](#)

727.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[AgafonovArtem's solution](#)

728.

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
[AgafonovArtem's solution](#)

729.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[AgafonovArtem's solution](#)

730.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
[AgafonovArtem's solution](#)

731.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[AgafonovArtem's solution](#)

732.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[AgafonovArtem's solution](#)

733.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AgafonovArtem's solution](#)

734.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[AgafonovArtem's solution](#)

735.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[AgafonovArtem's solution](#)

736.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[AgafonovArtem's solution](#)

737.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AgafonovArtem's solution](#)

738.

98B

[Help King](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2200 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: implementation, probabilities, trees

[AgafonovArtem's solution](#)

739.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AgafonovArtem's solution](#)

740.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AgafonovArtem's solution](#)

741.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

math, two pointers

[AgafonovArtem's solution](#)

742.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[AgafonovArtem's solution](#)

743.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[AgafonovArtem's solution](#)

744.

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

[AgafonovArtem's solution](#)

745.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[AgafonovArtem's solution](#)

746.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AgafonovArtem's solution](#)

747.

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

[AgafonovArtem's solution](#)

748.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[AgafonovArtem's solution](#)

749.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[AgafonovArtem's solution](#)

750.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[AgafonovArtem's solution](#)

751.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2021-10-14 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[AgafonovArtem's solution](#)

752.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

753.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[AgafonovArtem's solution](#)

754.

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

755.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, hashing

[AgafonovArtem's solution](#)

756.

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

[AgafonovArtem's solution](#)

757.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[AgafonovArtem's solution](#)

758.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

759.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

760.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, sortings

[AgafonovArtem's solution](#)

761.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AgafonovArtem's solution](#)

762.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[AgafonovArtem's solution](#)

763.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu

[AgafonovArtem's solution](#)

764.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[AgafonovArtem's solution](#)

765.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[AgafonovArtem's solution](#)

766.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[AgafonovArtem's solution](#)

767.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[AgafonovArtem's solution](#)

768.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[AgafonovArtem's solution](#)

769.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[AgafonovArtem's solution](#)

770.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[AgafonovArtem's solution](#)

771.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[AgafonovArtem's solution](#)

772.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

773.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[AgafonovArtem's solution](#)

774.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[AgafonovArtem's solution](#)

775.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[AgafonovArtem's solution](#)

776.

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

[AgafonovArtem's solution](#)

777.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[AgafonovArtem's solution](#)

778.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[AgafonovArtem's solution](#)

779.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AgafonovArtem's solution](#)

780.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AgafonovArtem's solution](#)

781.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[AgafonovArtem's solution](#)

782.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[AgafonovArtem's solution](#)

783.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[AgafonovArtem's solution](#)

784.

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

[AgafonovArtem's solution](#)

785.

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

[AgafonovArtem's solution](#)

786.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[AgafonovArtem's solution](#)

787.

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

[AgafonovArtem's solution](#)

788.

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

[AgafonovArtem's solution](#)

789.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AgafonovArtem's solution](#)

790.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs

[AgafonovArtem's solution](#)

791.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[AgafonovArtem's solution](#)

792.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing, graphs,

implementation

[AgafonovArtem's solution](#)

793.

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

[AgafonovArtem's solution](#)

794.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[AgafonovArtem's solution](#)

795.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[AgafonovArtem's solution](#)

796.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[AgafonovArtem's solution](#)

797.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, two pointers

[AgafonovArtem's solution](#)

798.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AgafonovArtem's solution](#)

799.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[AgafonovArtem's solution](#)

800.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[AgafonovArtem's solution](#)

801.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AgafonovArtem's solution](#)

802.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, sortings

[AgafonovArtem's solution](#)

803.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

804.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

805.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs

[AgafonovArtem's solution](#)

806.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[AgafonovArtem's solution](#)

807.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AgafonovArtem's solution](#)

808.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[AgafonovArtem's solution](#)

809.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AgafonovArtem's solution](#)

810.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

811.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AgafonovArtem's solution](#)

812.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[AgafonovArtem's solution](#)

813.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[AgafonovArtem's solution](#)

814.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[AgafonovArtem's solution](#)

815.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[AgafonovArtem's solution](#)

816.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy
[AgafonovArtem's solution](#)

817.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[AgafonovArtem's solution](#)

818.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[AgafonovArtem's solution](#)

819.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[AgafonovArtem's solution](#)

820.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[AgafonovArtem's solution](#)

821.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[AgafonovArtem's solution](#)

822.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[AgafonovArtem's solution](#)

823.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[AgafonovArtem's solution](#)

824.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[AgafonovArtem's solution](#)

825.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[AgafonovArtem's solution](#)

826.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[AgafonovArtem's solution](#)

827.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[AgafonovArtem's solution](#)

828.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, math, shortest paths
[AgafonovArtem's solution](#)

829.

97A

[Domino](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[AgafonovArtem's solution](#)

830.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[AgafonovArtem's solution](#)

831.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[AgafonovArtem's solution](#)

832.

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
[AgafonovArtem's solution](#)

833.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[AgafonovArtem's solution](#)

834.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[AgafonovArtem's solution](#)

835.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 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
[AgafonovArtem's solution](#)

836.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[AgafonovArtem's solution](#)

837.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[AgafonovArtem's solution](#)

838.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[AgafonovArtem's solution](#)

839.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[AgafonovArtem's solution](#)

840.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, shortest paths
[AgafonovArtem's solution](#)

841.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[AgafonovArtem's solution](#)

842.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[AgafonovArtem's solution](#)

843.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, matrices
[AgafonovArtem's solution](#)

844.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[AgafonovArtem's solution](#)

845.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

846.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AgafonovArtem's solution](#)

847.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[AgafonovArtem's solution](#)

848.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

849.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AgafonovArtem's solution](#)

850.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[AgafonovArtem's solution](#)

851.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

852.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[AgafonovArtem's solution](#)

853.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[AgafonovArtem's solution](#)

854.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[AgafonovArtem's solution](#)

855.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2021-10-15 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[AgafonovArtem's solution](#)

856.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-10-31 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[AgafonovArtem's solution](#)

857.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

858.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[AgafonovArtem's solution](#)

859.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

860.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[AgafonovArtem's solution](#)

861.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[AgafonovArtem's solution](#)

862.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[AgafonovArtem's solution](#)

863.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[AgafonovArtem's solution](#)

864.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[AgafonovArtem's solution](#)

865.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[AgafonovArtem's solution](#)

866.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[AgafonovArtem's solution](#)

867.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[AgafonovArtem's solution](#)

868.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[AgafonovArtem's solution](#)

869.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[AgafonovArtem's solution](#)

870.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[AgafonovArtem's solution](#)

871.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[AgafonovArtem's solution](#)

872.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[AgafonovArtem's solution](#)

873.

98D

[Help Monks](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[AgafonovArtem's solution](#)

874.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, ternary search
[AgafonovArtem's solution](#)

875.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs
[AgafonovArtem's solution](#)

876.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[AgafonovArtem's solution](#)

877.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AgafonovArtem's solution](#)

878.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[AgafonovArtem's solution](#)

879.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AgafonovArtem's solution](#)

880.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[AgafonovArtem's solution](#)

881.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

882.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, trees

[AgafonovArtem's solution](#)

883.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AgafonovArtem's solution](#)

884.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AgafonovArtem's solution](#)

885.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AgafonovArtem's solution](#)

886.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[AgafonovArtem's solution](#)

887.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

888.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[AgafonovArtem's solution](#)

889.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, math

[AgafonovArtem's solution](#)

890.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AgafonovArtem's solution](#)

891.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[AgafonovArtem's solution](#)

892.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[AgafonovArtem's solution](#)

893.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[AgafonovArtem's solution](#)

894.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

895.

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

896.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AgafonovArtem's solution](#)

897.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[AgafonovArtem's solution](#)

898.

39I

[Tram](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

899.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

900.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AgafonovArtem's solution](#)

901.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

902.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2021-10-26 · last AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[AgafonovArtem's solution](#)

903.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[AgafonovArtem's solution](#)

904.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[AgafonovArtem's solution](#)

905.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[AgafonovArtem's solution](#)

906.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[AgafonovArtem's solution](#)

907.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[AgafonovArtem's solution](#)

908.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[AgafonovArtem's solution](#)

909.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[AgafonovArtem's solution](#)

910.

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

[AgafonovArtem's solution](#)

911.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[AgafonovArtem's solution](#)

912.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[AgafonovArtem's solution](#)

913.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AgafonovArtem's solution](#)

914.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

915.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[AgafonovArtem's solution](#)

916.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

917.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[AgafonovArtem's solution](#)

918.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[AgafonovArtem's solution](#)

919.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

920.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[AgafonovArtem's solution](#)

921.

40D

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

Quality: 171 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

922.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[AgafonovArtem's solution](#)

923.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

924.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[AgafonovArtem's solution](#)

925.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

926.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy

[AgafonovArtem's solution](#)

927.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AgafonovArtem's solution](#)

928.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[AgafonovArtem's solution](#)

929.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[AgafonovArtem's solution](#)

930.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

931.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[AgafonovArtem's solution](#)

932.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[AgafonovArtem's solution](#)

933.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing, implementation

[AgafonovArtem's solution](#)

934.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[AgafonovArtem's solution](#)

935.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

936.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

937.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[AgafonovArtem's solution](#)

938.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[AgafonovArtem's solution](#)

939.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[AgafonovArtem's solution](#)

940.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: fft

[AgafonovArtem's solution](#)

941.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[AgafonovArtem's solution](#)

942.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

943.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[AgafonovArtem's solution](#)

944.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[AgafonovArtem's solution](#)

945.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[AgafonovArtem's solution](#)

946.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[AgafonovArtem's solution](#)

947.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[AgafonovArtem's solution](#)

948.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[AgafonovArtem's solution](#)

949.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AgafonovArtem's solution](#)

950.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[AgafonovArtem's solution](#)

951.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation
[AgafonovArtem's solution](#)

952.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices
[AgafonovArtem's solution](#)

953.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[AgafonovArtem's solution](#)

954.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[AgafonovArtem's solution](#)

955.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[AgafonovArtem's solution](#)

956.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[AgafonovArtem's solution](#)

957.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[AgafonovArtem's solution](#)

958.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry
[AgafonovArtem's solution](#)

959.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows
[AgafonovArtem's solution](#)

960.

54E

[Vacuum B EV æW](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

961.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers

[AgafonovArtem's solution](#)

962.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[AgafonovArtem's solution](#)

963.

44F

[BerPaint](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 2700 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs

[AgafonovArtem's solution](#)

964.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[AgafonovArtem's solution](#)

965.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[AgafonovArtem's solution](#)

966.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[AgafonovArtem's solution](#)

967.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[AgafonovArtem's solution](#)

968.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[AgafonovArtem's solution](#)

969.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[AgafonovArtem's solution](#)

970.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[AgafonovArtem's solution](#)

971.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[AgafonovArtem's solution](#)

972.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[AgafonovArtem's solution](#)

973.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[AgafonovArtem's solution](#)

974.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[AgafonovArtem's solution](#)

975.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[AgafonovArtem's solution](#)

976.

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

[AgafonovArtem's solution](#)

977.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[AgafonovArtem's solution](#)

978.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[AgafonovArtem's solution](#)

979.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[AgafonovArtem's solution](#)

980.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

981.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

982.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

983.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AgafonovArtem's solution](#)

984.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

985.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AgafonovArtem's solution](#)

986.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[AgafonovArtem's solution](#)

987.

28E

[DravDe saves the world](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 2800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AgafonovArtem's solution](#)

988.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AgafonovArtem's solution](#)

989.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[AgafonovArtem's solution](#)

990.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AgafonovArtem's solution](#)

991.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 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

[AgafonovArtem's solution](#)

992.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AgafonovArtem's solution](#)

993.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[AgafonovArtem's solution](#)

994.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[AgafonovArtem's solution](#)

995.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[AgafonovArtem's solution](#)

996.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AgafonovArtem's solution](#)

997.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[AgafonovArtem's solution](#)

998.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[AgafonovArtem's solution](#)

999.

68E

[Contact](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2900 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AgafonovArtem's solution](#)

1000.

65E

[Harry Potter and Moving Staircases](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 2900 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[AgafonovArtem's solution](#)

1001.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[AgafonovArtem's solution](#)

1002.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AgafonovArtem's solution](#)

1003.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[AgafonovArtem's solution](#)

1004.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[AgafonovArtem's solution](#)

1005.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[AgafonovArtem's solution](#)

1006.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[AgafonovArtem's solution](#)

1007.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[AgafonovArtem's solution](#)

1008.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[AgafonovArtem's solution](#)

1009.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[AgafonovArtem's solution](#)

1010.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[AgafonovArtem's solution](#)

1011.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[AgafonovArtem's solution](#)

1012.

57E

[Chess](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: math, shortest paths

[AgafonovArtem's solution](#)

1013.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[AgafonovArtem's solution](#)

1014.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

1015.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1016.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[AgafonovArtem's solution](#)

1017.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[AgafonovArtem's solution](#)

1018.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings

[AgafonovArtem's solution](#)

1019.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[AgafonovArtem's solution](#)

1020.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[AgafonovArtem's solution](#)

1021.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[AgafonovArtem's solution](#)

1022.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[AgafonovArtem's solution](#)**1023.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[AgafonovArtem's solution](#)**1024.**

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[AgafonovArtem's solution](#)**1025.**

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[AgafonovArtem's solution](#)**1026.**

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[AgafonovArtem's solution](#)**1027.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[AgafonovArtem's solution](#)**1028.**

2062G

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[AgafonovArtem's solution](#)**1029.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[AgafonovArtem's solution](#)**1030.**

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[AgafonovArtem's solution](#)**1031.**

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[AgafonovArtem's solution](#)

1032.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[AgafonovArtem's solution](#)

1033.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[AgafonovArtem's solution](#)

1034.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AgafonovArtem's solution](#)

1035.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1036.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1037.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1038.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1039.

106225B

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

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1040.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1041.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1042.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1043.

106225D

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

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1044.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1045.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1046.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1047.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1048.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1049.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1050.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1051.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1052.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1053.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1054.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1055.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1056.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[AgafonovArtem's solution](#)

1057.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1058.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1059.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1060.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[AgafonovArtem's solution](#)

1061.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1062.

106189L

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

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1063.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1064.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1065.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1066.**

106193L

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

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1067.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1068.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1069.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1070.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1071.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1072.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · Python 3 (first AC) · Tags: —

[AgafonovArtem's solution](#)**1073.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1074.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)**1075.**

106144D

[Gooseberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1076.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1077.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1078.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1079.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1080.

106144L

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

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1081.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1082.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1083.

106144G

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

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1084.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1085.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1086.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1087.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1088.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1089.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1090.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1091.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1092.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1093.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1094.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1095.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1096.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1097.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1098.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1099.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1100.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1101.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1102.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1103.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1104.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1105.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1106.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1107.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1108.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1109.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1110.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1111.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1112.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1113.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1114.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1115.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1116.

106035M

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

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1117.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1118.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1119.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1120.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1121.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[AgafonovArtem's solution](#)

1122.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1123.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[AgafonovArtem's solution](#)

1124.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1125.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1126.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1127.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1128.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1129.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1130.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1131.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1132.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1133.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1134.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1135.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1136.

105465B

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

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1137.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1138.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1139.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1140.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1141.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1142.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1143.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1144.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · Python 3 (first AC) · Tags: —

[AgafonovArtem's solution](#)

1145.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1146.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1147.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1148.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1149.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1150.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1151.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1152.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1153.

104772D

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

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1154.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1155.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1156.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1157.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1158.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1159.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1160.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1161.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1162.

103081L

[Restaurants](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

1163.

103081F

[Mentors](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

1164.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[AgafonovArtem's solution](#)

1165.

103081H

[Figurines](#) · [Tutorial](#)

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

[AgafonovArtem's solution](#)

1166.

103081D

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