

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

<https://cfelitetracker.vercel.app>

# Unique solved — Aging1986

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

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

Filters: none

Count: 2,658

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

2.

2218C

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

Quality: 26,404 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

3.

2218B

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

Quality: 33,652 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

4.

2218A

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

Quality: 34,890 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Aging1986's solution](#)

5.

2210A

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

Quality: 22,228 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Aging1986's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

7.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

8.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

9.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,219 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**10.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,462 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Aging1986's solution](#)

**11.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

**12.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**13.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Aging1986's solution](#)

**14.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**15.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,907 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Aging1986's solution](#)

**16.**

2195A

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

Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**17.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**18.**

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

**19.**

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,648 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**20.**

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**21.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,699 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

**22.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,078 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**23.**

2179B

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

Quality: 28,336 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Aging1986's solution](#)

**24.**

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Aging1986's solution](#)

**25.**

2184A

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

Quality: 38,081 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**26.**

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**27.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**28.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,392 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**29.**

2170A

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

Quality: 19,921 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Aging1986's solution](#)

**30.**

2171A

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

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

[Aging1986's solution](#)

**31.**

2172A

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

Quality: 14,540 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Aging1986's solution](#)

**32.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[Aging1986's solution](#)

**33.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,057 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Aging1986's solution](#)

**34.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,814 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[Aging1986's solution](#)

**35.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,455 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Aging1986's solution](#)

**36.**

2162A

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

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

[Aging1986's solution](#)

**37.**

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Aging1986's solution](#)

**38.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**39.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,753 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**40.**

2155A

[El fucho](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**41.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**42.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**43.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,045 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Aging1986's solution](#)

**44.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,418 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Aging1986's solution](#)

**45.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**46.**

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Aging1986's solution](#)

**47.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 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

[Aging1986's solution](#)

**48.**

2134A

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

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

[Aging1986's solution](#)

**49.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

**50.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Aging1986's solution](#)

**51.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**52.**

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**53.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**54.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**55.**

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Aging1986's solution](#)

**56.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,692 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**57.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

**58.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**59.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Aging1986's solution](#)

**60.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**61.**

2118A

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

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

[Aging1986's solution](#)

**62.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Aging1986's solution](#)

**63.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**64.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[Aging1986's solution](#)

**65.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
[Aging1986's solution](#)

**66.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[Aging1986's solution](#)

**67.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Aging1986's solution](#)

**68.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[Aging1986's solution](#)

**69.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[Aging1986's solution](#)

**70.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[Aging1986's solution](#)

**71.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[Aging1986's solution](#)

**72.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,280 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Aging1986's solution](#)

**73.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**74.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Aging1986's solution](#)

**75.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**76.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Aging1986's solution](#)

**77.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**78.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**79.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Aging1986's solution](#)

**80.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[Aging1986's solution](#)

**81.**

2071A

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

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

[Aging1986's solution](#)

**82.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**83.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[Aging1986's solution](#)

**84.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy  
[Aging1986's solution](#)

**85.**

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[Aging1986's solution](#)

**86.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[Aging1986's solution](#)

**87.**

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Aging1986's solution](#)

**88.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**89.**

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[Aging1986's solution](#)

**90.**

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  
[Aging1986's solution](#)

**91.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math  
[Aging1986's solution](#)

**92.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math  
[Aging1986's solution](#)

**93.**

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[Aging1986's solution](#)

**94.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,757 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
[Aging1986's solution](#)

**95.**

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**96.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**97.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**98.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,974 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[Aging1986's solution](#)

**99.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,211 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[Aging1986's solution](#)

**100.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[Aging1986's solution](#)

**101.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**102.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**103.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**104.**

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: implementation  
[Aging1986's solution](#)

**105.**

2037B

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

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

[Aging1986's solution](#)

**106.**

2037A

[Twice](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**107.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Aging1986's solution](#)

**108.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**109.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**110.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Aging1986's solution](#)

**111.**

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[Aging1986's solution](#)

**112.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,160 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Aging1986's solution](#)

**113.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Aging1986's solution](#)

**114.**

2014B

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

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

[Aging1986's solution](#)

**115.**

2014A

[Robin Helps](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**116.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**117.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**118.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,959 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**119.**

2008C

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

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Aging1986's solution](#)

**120.**

2008B

[Square or Not](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**121.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**122.**

2003B

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

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

[Aging1986's solution](#)

**123.**

2003A

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

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

[Aging1986's solution](#)

**124.**

2001B

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

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

[Aging1986's solution](#)

**125.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**126.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**127.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Aging1986's solution](#)

**128.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Aging1986's solution](#)

**129.**

1998A

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

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

[Aging1986's solution](#)

**130.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**131.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**132.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**133.**

1997A

[Strong Password](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**134.**

1996B

[Scale](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**135.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Aging1986's solution](#)

**136.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[Aging1986's solution](#)

**137.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Aging1986's solution](#)

**138.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Aging1986's solution](#)

**139.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**140.**

1982A

[Soccer](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**141.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Aging1986's solution](#)

**142.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Aging1986's solution](#)

**143.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aging1986's solution](#)

**144.**

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**145.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**146.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**147.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Aging1986's solution](#)

**148.**

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**149.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**150.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Aging1986's solution](#)

**151.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Aging1986's solution](#)

**152.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**153.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**154.**

1971A

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

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**155.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**156.**

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Aging1986's solution](#)

**157.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Aging1986's solution](#)

**158.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**159.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**160.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**161.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**162.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**163.**

1946A

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

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

[Aging1986's solution](#)

**164.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**165.**

1935A

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

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

[Aging1986's solution](#)

**166.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**167.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Aging1986's solution](#)

**168.**

1933B

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

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

[Aging1986's solution](#)

**169.**

1933A

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

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

[Aging1986's solution](#)

**170.**

1923A

[Moving Chips](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**171.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Aging1986's solution](#)

**172.**

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**173.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Aging1986's solution](#)

**174.**

1931B

[Make Equal](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**175.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Aging1986's solution](#)

**176.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**177.**

1922A

[Tricky Template](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**178.**

1921B

[Arranging Cats](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**179.**

1921A

[Square](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**180.**

1920A

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

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

[Aging1986's solution](#)

**181.**

1915C

[Can I Square?](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**182.**

1915B

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

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

[Aging1986's solution](#)

**183.**

1915A

[Odd One Out](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**184.**

1914B

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

Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**185.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**186.**

1913A

[Rating Increase](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**187.**

1905A

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

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

[Aging1986's solution](#)

**188.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Aging1986's solution](#)

**189.**

1907A

[Rook](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**190.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**191.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Aging1986's solution](#)

**192.**

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**193.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Aging1986's solution](#)

**194.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**195.**

1898A

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

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

[Aging1986's solution](#)

**196.**

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Aging1986's solution](#)

**197.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**198.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**199.**

1895B

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

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

[Aging1986's solution](#)

**200.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**201.**

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Aging1986's solution](#)

**202.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**203.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**204.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**205.**

1881A

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

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Aging1986's solution](#)

**206.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**207.**

1886A

[Sum of Three](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**208.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Aging1986's solution](#)

**209.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**210.**

1878A

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

Quality: 78,660 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Aging1986's solution](#)

**211.**

1882A

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

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

[Aging1986's solution](#)

**212.**

1879A

[Rigged!](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**213.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Aging1986's solution](#)

**214.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,991 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**215.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**216.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**217.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**218.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**219.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**220.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Aging1986's solution](#)

**221.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Aging1986's solution](#)

**222.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Aging1986's solution](#)

**223.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**224.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**225.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**226.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Aging1986's solution](#)

**227.**

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Aging1986's solution](#)

**228.**

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**229.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**230.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**231.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**232.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**233.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**234.**

1845A

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

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math, number theory

[Aging1986's solution](#)

**235.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**236.**

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Aging1986's solution](#)

**237.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Aging1986's solution](#)

**238.**

1843A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Aging1986's solution](#)

**239.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**240.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Aging1986's solution](#)

**241.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Aging1986's solution](#)

**242.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**243.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**244.**

1837A

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

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**245.**

1831A

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

Quality: 46,297 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**246.**

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**247.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**248.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Aging1986's solution](#)

**249.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Aging1986's solution](#)

**250.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,025 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**251.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**252.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**253.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**254.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Aging1986's solution](#)

**255.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**256.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,926 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Aging1986's solution](#)

**257.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**258.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**259.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aging1986's solution](#)

**260.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**261.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**262.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**263.**

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**264.**

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Aging1986's solution](#)

**265.**

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**266.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**267.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**268.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

**269.**

1791C

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

Quality: 74,158 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Aging1986's solution](#)

**270.**

1791B

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

Quality: 52,662 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Aging1986's solution](#)

**271.**

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**272.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**273.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**274.**

1790A

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

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Aging1986's solution](#)

**275.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**276.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**277.**

1777A

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

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**278.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Aging1986's solution](#)

**279.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aging1986's solution](#)

**280.**

1783A

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

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Aging1986's solution](#)

**281.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**282.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Aging1986's solution](#)

**283.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**284.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,425 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**285.**

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**286.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**287.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**288.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**289.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Aging1986's solution](#)

**290.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Aging1986's solution](#)

**291.**

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aging1986's solution](#)

**292.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**293.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Aging1986's solution](#)

**294.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**295.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**296.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**297.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aging1986's solution](#)

**298.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Aging1986's solution](#)

**299.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Aging1986's solution](#)

**300.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**301.**

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**302.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**303.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**304.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**305.**

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**306.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**307.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**308.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**309.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aging1986's solution](#)

**310.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**311.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**312.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**313.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Aging1986's solution](#)

**314.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**315.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aging1986's solution](#)

**316.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**317.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**318.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Aging1986's solution](#)

**319.**

1706A

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

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

[Aging1986's solution](#)

**320.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**321.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**322.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**323.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**324.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**325.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**326.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,168 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aging1986's solution](#)

**327.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**328.**

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**329.**

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**330.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**331.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Aging1986's solution](#)

**332.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Aging1986's solution](#)

**333.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**334.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Aging1986's solution](#)

**335.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**336.**

1692C

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

Quality: 38,917 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**337.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**338.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,743 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**339.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**340.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**341.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Aging1986's solution](#)

**342.**

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**343.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Aging1986's solution](#)

**344.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[Aging1986's solution](#)

**345.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**346.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**347.**

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings  
[Aging1986's solution](#)

**348.**

1688A

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

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[Aging1986's solution](#)

**349.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Aging1986's solution](#)

**350.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Aging1986's solution](#)

**351.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**352.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[Aging1986's solution](#)

**353.**

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**354.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**355.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Aging1986's solution](#)

**356.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Aging1986's solution](#)

**357.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[Aging1986's solution](#)

**358.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Aging1986's solution](#)

**359.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**360.**

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings  
[Aging1986's solution](#)

**361.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Aging1986's solution](#)

**362.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**363.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Aging1986's solution](#)

**364.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings  
[Aging1986's solution](#)

**365.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,639 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Aging1986's solution](#)

**366.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**367.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**368.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**369.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**370.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**371.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**372.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**373.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Aging1986's solution](#)

**374.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**375.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[Aging1986's solution](#)

**376.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**377.**

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Aging1986's solution](#)

**378.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,544 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[Aging1986's solution](#)

**379.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**380.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**381.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**382.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Aging1986's solution](#)

**383.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**384.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[Aging1986's solution](#)

**385.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[Aging1986's solution](#)

**386.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Aging1986's solution](#)

**387.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**388.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**389.**

1654B

[Prefix Removals](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**390.**

1654A

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

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

[Aging1986's solution](#)

**391.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**392.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**393.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**394.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**395.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**396.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Aging1986's solution](#)

**397.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**398.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Aging1986's solution](#)

**399.**

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aging1986's solution](#)

**400.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**401.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**402.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Aging1986's solution](#)

**403.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**404.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Aging1986's solution](#)

**405.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**406.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**407.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**408.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Aging1986's solution](#)

**409.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**410.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**411.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**412.**

1629A

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

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Aging1986's solution](#)

**413.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Aging1986's solution](#)

**414.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**415.**

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Aging1986's solution](#)

**416.**

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**417.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**418.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**419.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

**420.**

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Aging1986's solution](#)

**421.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**422.**

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**423.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,819 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**424.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Aging1986's solution](#)

**425.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Aging1986's solution](#)

**426.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**427.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Aging1986's solution](#)

**428.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**429.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**430.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**431.**

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Aging1986's solution](#)

**432.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**433.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Aging1986's solution](#)

**434.**

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**435.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**436.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**437.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**438.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Aging1986's solution](#)

**439.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**440.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**441.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**442.**

1520A

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

Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Aging1986's solution](#)

**443.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[Aging1986's solution](#)

**444.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**445.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**446.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
[Aging1986's solution](#)

**447.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Aging1986's solution](#)

**448.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math  
[Aging1986's solution](#)

**449.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[Aging1986's solution](#)

**450.**

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math  
[Aging1986's solution](#)

**451.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings  
[Aging1986's solution](#)

**452.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[Aging1986's solution](#)

**453.**

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Aging1986's solution](#)

**454.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Aging1986's solution](#)

**455.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**456.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**457.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Aging1986's solution](#)

**458.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Aging1986's solution](#)

**459.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Aging1986's solution](#)

**460.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Aging1986's solution](#)

**461.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**462.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**463.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**464.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**465.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Aging1986's solution](#)

**466.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**467.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**468.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**469.**

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**470.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Aging1986's solution](#)

**471.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**472.**

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Aging1986's solution](#)

**473.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**474.**

1551A

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

Quality: 58,353 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**475.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**476.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Aging1986's solution](#)

**477.**

1560A

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

Quality: 73,510 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**478.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**479.**

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Aging1986's solution](#)

**480.**

1549A

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

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**481.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Aging1986's solution](#)

**482.**

2210B

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

Quality: 17,538 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**483.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Aging1986's solution](#)

**484.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Aging1986's solution](#)

**485.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,854 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**486.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,979 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[Aging1986's solution](#)

**487.**

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Aging1986's solution](#)

**488.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**489.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,139 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**490.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**491.**

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Aging1986's solution](#)

**492.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**493.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**494.**

2110B

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

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[Aging1986's solution](#)

**495.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**496.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Aging1986's solution](#)

**497.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**498.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[Aging1986's solution](#)

**499.**

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings  
[Aging1986's solution](#)

**500.**

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers  
[Aging1986's solution](#)

**501.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[Aging1986's solution](#)

**502.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[Aging1986's solution](#)

**503.**

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[Aging1986's solution](#)

**504.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Aging1986's solution](#)

**505.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**506.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Aging1986's solution](#)

**507.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**508.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings  
[Aging1986's solution](#)

**509.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**510.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[Aging1986's solution](#)

**511.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Aging1986's solution](#)

**512.**

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**513.**

1954A

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

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**514.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**515.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[Aging1986's solution](#)

**516.**

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[Aging1986's solution](#)

**517.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**518.**

1915D

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

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

[Aging1986's solution](#)

**519.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,376 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**520.**

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Aging1986's solution](#)

**521.**

1875A

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

Quality: 46,994 global accepts · Rating: 900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**522.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**523.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**524.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**525.**

1879B

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

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

[Aging1986's solution](#)

**526.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**527.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Aging1986's solution](#)

**528.**

1856B

[Good Arrays](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**529.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Aging1986's solution](#)

**530.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Aging1986's solution](#)

**531.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Aging1986's solution](#)

**532.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**533.**

1833B

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

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**534.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**535.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aging1986's solution](#)

**536.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Aging1986's solution](#)

**537.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Aging1986's solution](#)

**538.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**539.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**540.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**541.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**542.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**543.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**544.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**545.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**546.**

1709B

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

Quality: 25,839 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Aging1986's solution](#)

**547.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**548.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Aging1986's solution](#)

**549.**

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**550.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**551.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**552.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Aging1986's solution](#)

**553.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**554.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**555.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Aging1986's solution](#)

**556.**

1675B

[Make It Increasing](#) · [Tutorial](#)

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**557.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**558.**

1665B

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

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aging1986's solution](#)

**559.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**560.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**561.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**562.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Aging1986's solution](#)

**563.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**564.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**565.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Aging1986's solution](#)

**566.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**567.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**568.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Aging1986's solution](#)

**569.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Aging1986's solution](#)

**570.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Aging1986's solution](#)

**571.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**572.**

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Aging1986's solution](#)

**573.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**574.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Aging1986's solution](#)

**575.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**576.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**577.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**578.**

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Aging1986's solution](#)

**579.**

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Aging1986's solution](#)

**580.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**581.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,715 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**582.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[Aging1986's solution](#)

**583.**

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[Aging1986's solution](#)

**584.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[Aging1986's solution](#)

**585.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**586.**

2148D

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

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Aging1986's solution](#)

**587.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[Aging1986's solution](#)

**588.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**589.**

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**590.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Aging1986's solution](#)

**591.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[Aging1986's solution](#)

**592.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[Aging1986's solution](#)

**593.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation  
[Aging1986's solution](#)

**594.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**595.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[Aging1986's solution](#)

**596.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**597.**

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**598.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Aging1986's solution](#)

**599.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[Aging1986's solution](#)

**600.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**601.**

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Aging1986's solution](#)

**602.**

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[Aging1986's solution](#)

**603.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[Aging1986's solution](#)

**604.**

2000C

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

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[Aging1986's solution](#)

**605.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Aging1986's solution](#)

**606.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[Aging1986's solution](#)

**607.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[Aging1986's solution](#)

**608.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**609.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[Aging1986's solution](#)

**610.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[Aging1986's solution](#)

**611.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[Aging1986's solution](#)

**612.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[Aging1986's solution](#)

**613.**

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[Aging1986's solution](#)

**614.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[Aging1986's solution](#)

**615.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings  
[Aging1986's solution](#)

**616.**

1877B

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

Rating: 1000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[Aging1986's solution](#)

**617.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[Aging1986's solution](#)

**618.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Aging1986's solution](#)

**619.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Aging1986's solution](#)

**620.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[Aging1986's solution](#)

**621.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**622.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Aging1986's solution](#)

**623.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**624.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**625.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Aging1986's solution](#)

**626.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**627.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**628.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Aging1986's solution](#)

**629.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**630.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Aging1986's solution](#)

**631.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**632.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**633.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**634.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**635.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Aging1986's solution](#)

**636.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

**637.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Aging1986's solution](#)

**638.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**639.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**640.**

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**641.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**642.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**643.**

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Aging1986's solution](#)

**644.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**645.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Aging1986's solution](#)

**646.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Aging1986's solution](#)

**647.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**648.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**649.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Aging1986's solution](#)

**650.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**651.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Aging1986's solution](#)

**652.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**653.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**654.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Aging1986's solution](#)

**655.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Aging1986's solution](#)

**656.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Aging1986's solution](#)

**657.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**658.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Aging1986's solution](#)

**659.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Aging1986's solution](#)

**660.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

**661.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**662.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Aging1986's solution](#)

**663.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Aging1986's solution](#)

**664.**

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Aging1986's solution](#)

**665.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**666.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Aging1986's solution](#)

**667.**

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Aging1986's solution](#)

**668.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Aging1986's solution](#)

**669.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**670.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**671.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Aging1986's solution](#)

**672.**

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Aging1986's solution](#)

**673.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
[Aging1986's solution](#)

**674.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[Aging1986's solution](#)

**675.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[Aging1986's solution](#)

**676.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**677.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math  
[Aging1986's solution](#)

**678.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[Aging1986's solution](#)

**679.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[Aging1986's solution](#)

**680.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**681.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[Aging1986's solution](#)

**682.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[Aging1986's solution](#)

**683.**

2218D

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

Quality: 18,399 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Aging1986's solution](#)

**684.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[Aging1986's solution](#)

**685.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Aging1986's solution](#)

**686.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Aging1986's solution](#)

**687.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Aging1986's solution](#)

**688.**

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Aging1986's solution](#)

**689.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**690.**

2184C

[Huge Pile](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**691.**

2173B

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

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**692.**

2171C1

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

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

[Aging1986's solution](#)

**693.**

2169B

[Drifting Away](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**694.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**695.**

2155B

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

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

[Aging1986's solution](#)

**696.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Aging1986's solution](#)

**697.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**698.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[Aging1986's solution](#)

**699.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[Aging1986's solution](#)

**700.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**701.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[Aging1986's solution](#)

**702.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers  
[Aging1986's solution](#)

**703.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math  
[Aging1986's solution](#)

**704.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[Aging1986's solution](#)

**705.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**706.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[Aging1986's solution](#)

**707.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[Aging1986's solution](#)

**708.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities  
[Aging1986's solution](#)

**709.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Aging1986's solution](#)

**710.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[Aging1986's solution](#)

**711.**

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy  
[Aging1986's solution](#)

**712.**

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[Aging1986's solution](#)

**713.**

2060D

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

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**714.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**715.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**716.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[Aging1986's solution](#)

**717.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[Aging1986's solution](#)

**718.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Aging1986's solution](#)

**719.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[Aging1986's solution](#)

**720.**

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Aging1986's solution](#)

**721.**

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[Aging1986's solution](#)

**722.**

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Aging1986's solution](#)

**723.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math  
[Aging1986's solution](#)

**724.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[Aging1986's solution](#)

**725.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[Aging1986's solution](#)

**726.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**727.**

1997C

[Even Positions](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**728.**

1997B

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

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

[Aging1986's solution](#)

**729.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Aging1986's solution](#)

**730.**

1986C

[Update Queries](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**731.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**732.**

1971D

[Binary Cut](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**733.**

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**734.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Aging1986's solution](#)

**735.**

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**736.**

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Aging1986's solution](#)

**737.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[Aging1986's solution](#)

**738.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[Aging1986's solution](#)

**739.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[Aging1986's solution](#)

**740.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[Aging1986's solution](#)

**741.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**742.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees  
[Aging1986's solution](#)

**743.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[Aging1986's solution](#)

**744.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[Aging1986's solution](#)

**745.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**746.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers  
[Aging1986's solution](#)

**747.**

1899B

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

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number

theory

[Aging1986's solution](#)

**748.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Aging1986's solution](#)

**749.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Aging1986's solution](#)

**750.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Aging1986's solution](#)

**751.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Aging1986's solution](#)

**752.**

1873E

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

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

[Aging1986's solution](#)

**753.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**754.**

1862C

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

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Aging1986's solution](#)

**755.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**756.**

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Aging1986's solution](#)

**757.**

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**758.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[Aging1986's solution](#)

**759.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**760.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**761.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**762.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers  
[Aging1986's solution](#)

**763.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[Aging1986's solution](#)

**764.**

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Aging1986's solution](#)

**765.**

1820B

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

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers  
[Aging1986's solution](#)

**766.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**767.**

1807G2

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

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[Aging1986's solution](#)

**768.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Aging1986's solution](#)

**769.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**770.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**771.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Aging1986's solution](#)

**772.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**773.**

1791E

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

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Aging1986's solution](#)

**774.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Aging1986's solution](#)

**775.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**776.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Aging1986's solution](#)

**777.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Aging1986's solution](#)

**778.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Aging1986's solution](#)

**779.**

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers  
[Aging1986's solution](#)

**780.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[Aging1986's solution](#)

**781.**

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[Aging1986's solution](#)

**782.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**783.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[Aging1986's solution](#)

**784.**

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**785.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings  
[Aging1986's solution](#)

**786.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Aging1986's solution](#)

**787.**

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[Aging1986's solution](#)

**788.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Aging1986's solution](#)

**789.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**790.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**791.**

1686C

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

Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aging1986's solution](#)

**792.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Aging1986's solution](#)

**793.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Aging1986's solution](#)

**794.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Aging1986's solution](#)

**795.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aging1986's solution](#)

**796.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**797.**

1673B

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

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Aging1986's solution](#)

**798.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**799.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**800.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[Aging1986's solution](#)

**801.**

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Aging1986's solution](#)

**802.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Aging1986's solution](#)

**803.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Aging1986's solution](#)

**804.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**805.**

1631B

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

Quality: 26,893 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**806.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**807.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Aging1986's solution](#)

**808.**

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Aging1986's solution](#)

**809.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**810.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Aging1986's solution](#)

**811.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**812.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**813.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Aging1986's solution](#)

**814.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**815.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Aging1986's solution](#)

**816.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**817.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**818.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**819.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Aging1986's solution](#)

**820.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**821.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Aging1986's solution](#)

**822.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[Aging1986's solution](#)

**823.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[Aging1986's solution](#)

**824.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[Aging1986's solution](#)

**825.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Aging1986's solution](#)

**826.**

2218E

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

Quality: 14,061 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force  
[Aging1986's solution](#)

**827.**

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,803 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[Aging1986's solution](#)

**828.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**829.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**830.**

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**831.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**832.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Aging1986's solution](#)

**833.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Aging1986's solution](#)

**834.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**835.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Aging1986's solution](#)

**836.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**837.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Aging1986's solution](#)

**838.**

2121C

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

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**839.**

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**840.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Aging1986's solution](#)

**841.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**842.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Aging1986's solution](#)

**843.**

2092C

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

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**844.**

2091D

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

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**845.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**846.**

2072C

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

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Aging1986's solution](#)

**847.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Aging1986's solution](#)

**848.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**849.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Aging1986's solution](#)

**850.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Aging1986's solution](#)

**851.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Aging1986's solution](#)

**852.**

2050C

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

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

[Aging1986's solution](#)

**853.**

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Aging1986's solution](#)

**854.**

2003C

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

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

[Aging1986's solution](#)

**855.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**856.**

1996C

[Sort](#) · [Tutorial](#)

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

[Aging1986's solution](#)

**857.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Aging1986's solution](#)

**858.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**859.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Aging1986's solution](#)

**860.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Aging1986's solution](#)

**861.**

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Aging1986's solution](#)

**862.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Aging1986's solution](#)

**863.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Aging1986's solution](#)

**864.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**865.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**866.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Aging1986's solution](#)

**867.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Aging1986's solution](#)

**868.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**869.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Aging1986's solution](#)

**870.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Aging1986's solution](#)

**871.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Aging1986's solution](#)

**872.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Aging1986's solution](#)

**873.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**874.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Aging1986's solution](#)

**875.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**876.**

1875B

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

Rating: 1200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**877.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**878.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Aging1986's solution](#)

**879.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Aging1986's solution](#)

**880.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aging1986's solution](#)

**881.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Aging1986's solution](#)

**882.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Aging1986's solution](#)

**883.**

1857C

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

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**884.**

1848B

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

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Aging1986's solution](#)

**885.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Aging1986's solution](#)

**886.**

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Aging1986's solution](#)

**887.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Aging1986's solution](#)

**888.**

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Aging1986's solution](#)

**889.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Aging1986's solution](#)

**890.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**891.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Aging1986's solution](#)

**892.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Aging1986's solution](#)

**893.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Aging1986's solution](#)

**894.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aging1986's solution](#)

**895.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**896.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Aging1986's solution](#)

**897.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**898.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Aging1986's solution](#)

**899.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**900.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**901.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**902.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Aging1986's solution](#)

**903.**

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

**904.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Aging1986's solution](#)

**905.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**906.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Aging1986's solution](#)

**907.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aging1986's solution](#)

**908.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Aging1986's solution](#)

**909.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Aging1986's solution](#)

**910.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Aging1986's solution](#)

**911.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[Aging1986's solution](#)

**912.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Aging1986's solution](#)

**913.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**914.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Aging1986's solution](#)

**915.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Aging1986's solution](#)

**916.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Aging1986's solution](#)

**917.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**918.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**919.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Aging1986's solution](#)

**920.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aging1986's solution](#)

**921.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**922.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Aging1986's solution](#)

**923.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aging1986's solution](#)

**924.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Aging1986's solution](#)

**925.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Aging1986's solution](#)

**926.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Aging1986's solution](#)

**927.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Aging1986's solution](#)

**928.**

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Aging1986's solution](#)

**929.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Aging1986's solution](#)

**930.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Aging1986's solution](#)

**931.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**932.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Aging1986's solution](#)

**933.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Aging1986's solution](#)

**934.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**935.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Aging1986's solution](#)

**936.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Aging1986's solution](#)

**937.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Aging1986's solution](#)

**938.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Aging1986's solution](#)

**939.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,090 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**940.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**941.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**942.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Aging1986's solution](#)

**943.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Aging1986's solution](#)

**944.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Aging1986's solution](#)

**945.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Aging1986's solution](#)

**946.**

2179D

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

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Aging1986's solution](#)

**947.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**948.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Aging1986's solution](#)

**949.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Aging1986's solution](#)

**950.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Aging1986's solution](#)

**951.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Aging1986's solution](#)

**952.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Aging1986's solution](#)

**953.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 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

[Aging1986's solution](#)

**954.**

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**955.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Aging1986's solution](#)

**956.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Aging1986's solution](#)

**957.**

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Aging1986's solution](#)

**958.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Aging1986's solution](#)

**959.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Aging1986's solution](#)

**960.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**961.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**962.**

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

[Aging1986's solution](#)

**963.**

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

[Aging1986's solution](#)

**964.**

2056B

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

Quality: 17,922 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

[Aging1986's solution](#)

**965.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Aging1986's solution](#)

**966.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Aging1986's solution](#)

**967.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Aging1986's solution](#)

**968.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Aging1986's solution](#)

**969.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Aging1986's solution](#)

**970.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Aging1986's solution](#)

**971.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**972.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Aging1986's solution](#)

**973.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Aging1986's solution](#)

**974.**

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Aging1986's solution](#)

**975.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Aging1986's solution](#)

**976.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Aging1986's solution](#)

**977.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**978.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Aging1986's solution](#)

**979.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**980.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**981.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Aging1986's solution](#)

**982.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**983.**

1927D

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

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Aging1986's solution](#)

**984.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**985.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[Aging1986's solution](#)

**986.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[Aging1986's solution](#)

**987.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Aging1986's solution](#)

**988.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[Aging1986's solution](#)

**989.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[Aging1986's solution](#)

**990.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[Aging1986's solution](#)

**991.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[Aging1986's solution](#)

**992.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**993.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[Aging1986's solution](#)

**994.**

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[Aging1986's solution](#)

**995.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**996.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**997.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Aging1986's solution](#)

**998.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Aging1986's solution](#)

**999.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Aging1986's solution](#)

**1000.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Aging1986's solution](#)

**1001.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**1002.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Aging1986's solution](#)

**1003.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

**1004.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**1005.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**1006.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Aging1986's solution](#)

**1007.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Aging1986's solution](#)

**1008.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 19,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Aging1986's solution](#)

**1009.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1010.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1011.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Aging1986's solution](#)

**1012.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Aging1986's solution](#)

**1013.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Aging1986's solution](#)

**1014.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Aging1986's solution](#)

**1015.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[Aging1986's solution](#)

**1016.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs  
[Aging1986's solution](#)

**1017.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[Aging1986's solution](#)

**1018.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[Aging1986's solution](#)

**1019.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**1020.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Aging1986's solution](#)

**1021.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Aging1986's solution](#)

**1022.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Aging1986's solution](#)

**1023.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[Aging1986's solution](#)

**1024.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Aging1986's solution](#)

**1025.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[Aging1986's solution](#)

**1026.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Aging1986's solution](#)

**1027.**

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**1028.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Aging1986's solution](#)

**1029.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Aging1986's solution](#)

**1030.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Aging1986's solution](#)

**1031.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1032.**

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Aging1986's solution](#)

**1033.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**1034.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[Aging1986's solution](#)

**1035.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Aging1986's solution](#)

**1036.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Aging1986's solution](#)

**1037.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Aging1986's solution](#)

**1038.**

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**1039.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1040.**

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Aging1986's solution](#)

**1041.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,806 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Aging1986's solution](#)

**1042.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Aging1986's solution](#)

**1043.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Aging1986's solution](#)

**1044.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Aging1986's solution](#)

**1045.**

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Aging1986's solution](#)

**1046.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**1047.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Aging1986's solution](#)

**1048.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Aging1986's solution](#)

**1049.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Aging1986's solution](#)

**1050.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Aging1986's solution](#)

**1051.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Aging1986's solution](#)

**1052.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Aging1986's solution](#)

**1053.**

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**1054.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Aging1986's solution](#)

**1055.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Aging1986's solution](#)

**1056.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Aging1986's solution](#)

**1057.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Aging1986's solution](#)

**1058.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Aging1986's solution](#)

**1059.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Aging1986's solution](#)

**1060.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Aging1986's solution](#)

**1061.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Aging1986's solution](#)

**1062.**

2171C2

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

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Aging1986's solution](#)

**1063.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Aging1986's solution](#)

**1064.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Aging1986's solution](#)

**1065.**

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**1066.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[Aging1986's solution](#)

**1067.**

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees  
[Aging1986's solution](#)

**1068.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Aging1986's solution](#)

**1069.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[Aging1986's solution](#)

**1070.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Aging1986's solution](#)

**1071.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[Aging1986's solution](#)

**1072.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

**1073.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory  
[Aging1986's solution](#)

**1074.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation  
[Aging1986's solution](#)

**1075.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[Aging1986's solution](#)

**1076.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 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

[Aging1986's solution](#)**1077.**

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Aging1986's solution](#)**1078.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: games, greedy

[Aging1986's solution](#)**1079.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Aging1986's solution](#)**1080.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Aging1986's solution](#)**1081.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Aging1986's solution](#)**1082.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Aging1986's solution](#)**1083.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Aging1986's solution](#)**1084.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Aging1986's solution](#)**1085.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Aging1986's solution](#)

**1086.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Aging1986's solution](#)

**1087.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**1088.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Aging1986's solution](#)

**1089.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**1090.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1091.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Aging1986's solution](#)

**1092.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Aging1986's solution](#)

**1093.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1094.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Aging1986's solution](#)

**1095.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Aging1986's solution](#)

**1096.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Aging1986's solution](#)

**1097.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1098.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

**1099.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Aging1986's solution](#)

**1100.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Aging1986's solution](#)

**1101.**

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Aging1986's solution](#)

**1102.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Aging1986's solution](#)

**1103.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Aging1986's solution](#)

**1104.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**1105.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1106.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Aging1986's solution](#)

### 1107.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Aging1986's solution](#)

### 1108.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Aging1986's solution](#)

### 1109.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

### 1110.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Aging1986's solution](#)

### 1111.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

### 1112.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Aging1986's solution](#)

### 1113.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Aging1986's solution](#)

### 1114.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Aging1986's solution](#)

### 1115.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Aging1986's solution](#)

### 1116.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[Aging1986's solution](#)

### 1117.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[Aging1986's solution](#)

### 1118.

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Aging1986's solution](#)

### 1119.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Aging1986's solution](#)

### 1120.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Aging1986's solution](#)

### 1121.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Aging1986's solution](#)

### 1122.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Aging1986's solution](#)

### 1123.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math  
[Aging1986's solution](#)

### 1124.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[Aging1986's solution](#)

### 1125.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[Aging1986's solution](#)

### 1126.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

**1127.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**1128.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Aging1986's solution](#)

**1129.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Aging1986's solution](#)

**1130.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Aging1986's solution](#)

**1131.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Aging1986's solution](#)

**1132.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

**1133.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Aging1986's solution](#)

**1134.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Aging1986's solution](#)

**1135.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**1136.**

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Aging1986's solution](#)

**1137.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Aging1986's solution](#)

**1138.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**1139.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

**1140.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Aging1986's solution](#)

**1141.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Aging1986's solution](#)

**1142.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Aging1986's solution](#)

**1143.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Aging1986's solution](#)

**1144.**

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aging1986's solution](#)

**1145.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Aging1986's solution](#)

**1146.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Aging1986's solution](#)

**1147.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

**1148.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Aging1986's solution](#)

**1149.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aging1986's solution](#)

**1150.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Aging1986's solution](#)

**1151.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Aging1986's solution](#)

**1152.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Aging1986's solution](#)

**1153.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Aging1986's solution](#)

**1154.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Aging1986's solution](#)

**1155.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Aging1986's solution](#)

**1156.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Aging1986's solution](#)

**1157.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Aging1986's solution](#)

**1158.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Aging1986's solution](#)

**1159.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Aging1986's solution](#)

**1160.**

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Aging1986's solution](#)

**1161.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aging1986's solution](#)

**1162.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1163.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Aging1986's solution](#)

**1164.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[Aging1986's solution](#)

**1165.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Aging1986's solution](#)

**1166.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Aging1986's solution](#)

**1167.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Aging1986's solution](#)

**1168.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Aging1986's solution](#)

**1169.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Aging1986's solution](#)

**1170.**

2218F

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

Quality: 7,263 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Aging1986's solution](#)

**1171.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Aging1986's solution](#)

**1172.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**1173.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Aging1986's solution](#)

**1174.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1175.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Aging1986's solution](#)

**1176.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Aging1986's solution](#)

**1177.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Aging1986's solution](#)

**1178.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Aging1986's solution](#)

**1179.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Aging1986's solution](#)

**1180.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Aging1986's solution](#)

**1181.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Aging1986's solution](#)

**1182.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Aging1986's solution](#)

**1183.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Aging1986's solution](#)

**1184.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Aging1986's solution](#)

**1185.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Aging1986's solution](#)

**1186.**

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Aging1986's solution](#)

**1187.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Aging1986's solution](#)

**1188.**

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Aging1986's solution](#)

**1189.**

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Aging1986's solution](#)

**1190.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Aging1986's solution](#)

**1191.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1192.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Aging1986's solution](#)

**1193.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Aging1986's solution](#)

**1194.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Aging1986's solution](#)

**1195.**

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Aging1986's solution](#)

**1196.**

2003D1

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

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

[Aging1986's solution](#)

### 1197.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Aging1986's solution](#)

### 1198.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Aging1986's solution](#)

### 1199.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

### 1200.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

### 1201.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Aging1986's solution](#)

### 1202.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

### 1203.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Aging1986's solution](#)

### 1204.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Aging1986's solution](#)

### 1205.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Aging1986's solution](#)

### 1206.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Aging1986's solution](#)

**1207.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Aging1986's solution](#)

**1208.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Aging1986's solution](#)

**1209.**

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1210.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Aging1986's solution](#)

**1211.**

1877D

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

Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Aging1986's solution](#)

**1212.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Aging1986's solution](#)

**1213.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**1214.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1215.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Aging1986's solution](#)

**1216.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Aging1986's solution](#)

**1217.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Aging1986's solution](#)

**1218.**

1851E

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

Quality: 13,284 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Aging1986's solution](#)

**1219.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Aging1986's solution](#)

**1220.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Aging1986's solution](#)

**1221.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1222.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Aging1986's solution](#)

**1223.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Aging1986's solution](#)

**1224.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Aging1986's solution](#)

**1225.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Aging1986's solution](#)

**1226.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Aging1986's solution](#)

**1227.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Aging1986's solution](#)

**1228.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Aging1986's solution](#)

**1229.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aging1986's solution](#)

**1230.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Aging1986's solution](#)

**1231.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings  
[Aging1986's solution](#)

**1232.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[Aging1986's solution](#)

**1233.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Aging1986's solution](#)

**1234.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[Aging1986's solution](#)

**1235.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings  
[Aging1986's solution](#)

**1236.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[Aging1986's solution](#)

**1237.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Aging1986's solution](#)

**1238.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1239.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Aging1986's solution](#)

**1240.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Aging1986's solution](#)

**1241.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Aging1986's solution](#)

**1242.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Aging1986's solution](#)

**1243.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Aging1986's solution](#)

**1244.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Aging1986's solution](#)

**1245.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Aging1986's solution](#)

**1246.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Aging1986's solution](#)

**1247.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Aging1986's solution](#)

### 1248.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Aging1986's solution](#)

### 1249.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Aging1986's solution](#)

### 1250.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Aging1986's solution](#)

### 1251.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aging1986's solution](#)

### 1252.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Aging1986's solution](#)

### 1253.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

### 1254.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Aging1986's solution](#)

### 1255.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Aging1986's solution](#)

### 1256.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aging1986's solution](#)

### 1257.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Aging1986's solution](#)

### 1258.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

### 1259.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Aging1986's solution](#)

### 1260.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Aging1986's solution](#)

### 1261.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

### 1262.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Aging1986's solution](#)

### 1263.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

### 1264.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[Aging1986's solution](#)

### 1265.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

### 1266.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

### 1267.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1268.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Aging1986's solution](#)

**1269.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Aging1986's solution](#)

**1270.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Aging1986's solution](#)

**1271.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Aging1986's solution](#)

**1272.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Aging1986's solution](#)

**1273.**

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[Aging1986's solution](#)

**1274.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Aging1986's solution](#)

**1275.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Aging1986's solution](#)

**1276.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Aging1986's solution](#)

**1277.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**1278.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Aging1986's solution](#)

**1279.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**1280.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Aging1986's solution](#)

**1281.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Aging1986's solution](#)

**1282.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1283.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Aging1986's solution](#)

**1284.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 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

[Aging1986's solution](#)

**1285.**

2063C

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

Quality: 14,643 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

[Aging1986's solution](#)

**1286.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Aging1986's solution](#)

**1287.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Aging1986's solution](#)

**1288.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Aging1986's solution](#)

**1289.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Aging1986's solution](#)

**1290.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Aging1986's solution](#)

**1291.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Aging1986's solution](#)

**1292.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Aging1986's solution](#)

**1293.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Aging1986's solution](#)

**1294.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Aging1986's solution](#)

**1295.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Aging1986's solution](#)

**1296.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**1297.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Aging1986's solution](#)

**1298.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Aging1986's solution](#)

**1299.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Aging1986's solution](#)

**1300.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1301.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1302.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Aging1986's solution](#)

**1303.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Aging1986's solution](#)

**1304.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Aging1986's solution](#)

**1305.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Aging1986's solution](#)

**1306.**

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**1307.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**1308.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Aging1986's solution](#)

**1309.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Aging1986's solution](#)

**1310.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Aging1986's solution](#)

**1311.**

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Aging1986's solution](#)

**1312.**

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**1313.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**1314.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Aging1986's solution](#)

**1315.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aging1986's solution](#)

**1316.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Aging1986's solution](#)

**1317.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Aging1986's solution](#)

**1318.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Aging1986's solution](#)

**1319.**

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Aging1986's solution](#)

**1320.**

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Aging1986's solution](#)

**1321.**

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Aging1986's solution](#)

**1322.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Aging1986's solution](#)

**1323.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Aging1986's solution](#)

**1324.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aging1986's solution](#)

**1325.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1326.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Aging1986's solution](#)

**1327.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**1328.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Aging1986's solution](#)

**1329.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Aging1986's solution](#)

**1330.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Aging1986's solution](#)

**1331.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**1332.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Aging1986's solution](#)

**1333.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

**1334.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Aging1986's solution](#)

**1335.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Aging1986's solution](#)

**1336.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1337.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Aging1986's solution](#)

**1338.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Aging1986's solution](#)

**1339.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Aging1986's solution](#)

**1340.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Aging1986's solution](#)

**1341.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1342.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Aging1986's solution](#)

**1343.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Aging1986's solution](#)

**1344.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Aging1986's solution](#)

**1345.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Aging1986's solution](#)

**1346.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

**1347.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Aging1986's solution](#)

**1348.**

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Aging1986's solution](#)**1349.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)**1350.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Aging1986's solution](#)**1351.**

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)**1352.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Aging1986's solution](#)**1353.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Aging1986's solution](#)**1354.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aging1986's solution](#)**1355.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Aging1986's solution](#)**1356.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Aging1986's solution](#)**1357.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1358.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Aging1986's solution](#)

**1359.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**1360.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Aging1986's solution](#)

**1361.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Aging1986's solution](#)

**1362.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Aging1986's solution](#)

**1363.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Aging1986's solution](#)

**1364.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Aging1986's solution](#)

**1365.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Aging1986's solution](#)

**1366.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**1367.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**1368.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[Aging1986's solution](#)

### 1369.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[Aging1986's solution](#)

### 1370.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Aging1986's solution](#)

### 1371.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

### 1372.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[Aging1986's solution](#)

### 1373.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[Aging1986's solution](#)

### 1374.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[Aging1986's solution](#)

### 1375.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Aging1986's solution](#)

### 1376.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[Aging1986's solution](#)

### 1377.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[Aging1986's solution](#)

### 1378.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Aging1986's solution](#)

### 1379.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Aging1986's solution](#)

### 1380.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

### 1381.

2132E

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

Quality: 7,593 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

[Aging1986's solution](#)

### 1382.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Aging1986's solution](#)

### 1383.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Aging1986's solution](#)

### 1384.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Aging1986's solution](#)

### 1385.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Aging1986's solution](#)

### 1386.

2090D

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

Rating: 1700 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Aging1986's solution](#)

### 1387.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Aging1986's solution](#)

**1388.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Aging1986's solution](#)

**1389.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Aging1986's solution](#)

**1390.**

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Aging1986's solution](#)

**1391.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Aging1986's solution](#)

**1392.**

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**1393.**

2065F

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

Quality: 7,093 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

[Aging1986's solution](#)

**1394.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Aging1986's solution](#)

**1395.**

2044G1

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

Quality: 7,316 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

[Aging1986's solution](#)

**1396.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Aging1986's solution](#)

**1397.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Aging1986's solution](#)

**1398.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Aging1986's solution](#)

**1399.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Aging1986's solution](#)

**1400.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Aging1986's solution](#)

**1401.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Aging1986's solution](#)

**1402.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Aging1986's solution](#)

**1403.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**1404.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Aging1986's solution](#)

**1405.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Aging1986's solution](#)

**1406.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Aging1986's solution](#)

**1407.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Aging1986's solution](#)

### 1408.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Aging1986's solution](#)

### 1409.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Aging1986's solution](#)

### 1410.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Aging1986's solution](#)

### 1411.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Aging1986's solution](#)

### 1412.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Aging1986's solution](#)

### 1413.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Aging1986's solution](#)

### 1414.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Aging1986's solution](#)

### 1415.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Aging1986's solution](#)

### 1416.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

### 1417.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[Aging1986's solution](#)

**1418.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Aging1986's solution](#)

**1419.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Aging1986's solution](#)

**1420.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Aging1986's solution](#)

**1421.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Aging1986's solution](#)

**1422.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Aging1986's solution](#)

**1423.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Aging1986's solution](#)

**1424.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Aging1986's solution](#)

**1425.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Aging1986's solution](#)

**1426.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Aging1986's solution](#)

**1427.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Aging1986's solution](#)

### 1428.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[Aging1986's solution](#)

### 1429.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation  
[Aging1986's solution](#)

### 1430.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[Aging1986's solution](#)

### 1431.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[Aging1986's solution](#)

### 1432.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Aging1986's solution](#)

### 1433.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[Aging1986's solution](#)

### 1434.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[Aging1986's solution](#)

### 1435.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games  
[Aging1986's solution](#)

### 1436.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, two pointers  
[Aging1986's solution](#)

### 1437.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[Aging1986's solution](#)

**1438.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[Aging1986's solution](#)

**1439.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[Aging1986's solution](#)

**1440.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math  
[Aging1986's solution](#)

**1441.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
[Aging1986's solution](#)

**1442.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Aging1986's solution](#)

**1443.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory  
[Aging1986's solution](#)

**1444.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Aging1986's solution](#)

**1445.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths  
[Aging1986's solution](#)

**1446.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Aging1986's solution](#)

**1447.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[Aging1986's solution](#)

#### 1448.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[Aging1986's solution](#)

#### 1449.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings  
[Aging1986's solution](#)

#### 1450.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[Aging1986's solution](#)

#### 1451.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[Aging1986's solution](#)

#### 1452.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[Aging1986's solution](#)

#### 1453.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Aging1986's solution](#)

#### 1454.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math  
[Aging1986's solution](#)

#### 1455.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aging1986's solution](#)

#### 1456.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[Aging1986's solution](#)

#### 1457.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[Aging1986's solution](#)

**1458.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Aging1986's solution](#)

**1459.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aging1986's solution](#)

**1460.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Aging1986's solution](#)

**1461.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Aging1986's solution](#)

**1462.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Aging1986's solution](#)

**1463.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**1464.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Aging1986's solution](#)

**1465.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**1466.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Aging1986's solution](#)

**1467.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aging1986's solution](#)

**1468.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Aging1986's solution](#)

**1469.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

**1470.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Aging1986's solution](#)

**1471.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · last AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Aging1986's solution](#)

**1472.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**1473.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Aging1986's solution](#)

**1474.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Aging1986's solution](#)

**1475.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Aging1986's solution](#)

**1476.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Aging1986's solution](#)

**1477.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Aging1986's solution](#)

**1478.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Aging1986's solution](#)

**1479.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Aging1986's solution](#)

**1480.**

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Aging1986's solution](#)

**1481.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

**1482.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Aging1986's solution](#)

**1483.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Aging1986's solution](#)

**1484.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**1485.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Aging1986's solution](#)

**1486.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Aging1986's solution](#)

**1487.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Aging1986's solution](#)

**1488.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Aging1986's solution](#)

**1489.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**1490.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Aging1986's solution](#)

**1491.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Aging1986's solution](#)

**1492.**

2218G

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

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**1493.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1494.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Aging1986's solution](#)

**1495.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Aging1986's solution](#)

**1496.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Aging1986's solution](#)

**1497.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Aging1986's solution](#)

**1498.**

2179E

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

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Aging1986's solution](#)

**1499.**

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

[Aging1986's solution](#)

**1500.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Aging1986's solution](#)

**1501.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**1502.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**1503.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Aging1986's solution](#)

**1504.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Aging1986's solution](#)

**1505.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**1506.**

2143D1

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

Quality: 6,394 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

[Aging1986's solution](#)

**1507.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Aging1986's solution](#)

**1508.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Aging1986's solution](#)

**1509.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Aging1986's solution](#)

**1510.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**1511.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Aging1986's solution](#)

**1512.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Aging1986's solution](#)

**1513.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Aging1986's solution](#)

**1514.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Aging1986's solution](#)

**1515.**

2069D

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

Quality: 7,048 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

[Aging1986's solution](#)

**1516.**

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Aging1986's solution](#)

**1517.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Aging1986's solution](#)

**1518.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[Aging1986's solution](#)

**1519.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers  
[Aging1986's solution](#)

**1520.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[Aging1986's solution](#)

**1521.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings  
[Aging1986's solution](#)

**1522.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[Aging1986's solution](#)

**1523.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory  
[Aging1986's solution](#)

**1524.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math  
[Aging1986's solution](#)

**1525.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings  
[Aging1986's solution](#)

**1526.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[Aging1986's solution](#)

**1527.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings  
[Aging1986's solution](#)

**1528.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

**1529.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

**1530.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Aging1986's solution](#)

**1531.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Aging1986's solution](#)

**1532.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Aging1986's solution](#)

**1533.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Aging1986's solution](#)

**1534.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Aging1986's solution](#)

**1535.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Aging1986's solution](#)

**1536.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Aging1986's solution](#)

**1537.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Aging1986's solution](#)

**1538.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Aging1986's solution](#)

**1539.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Aging1986's solution](#)

**1540.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Aging1986's solution](#)

**1541.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**1542.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Aging1986's solution](#)

**1543.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Aging1986's solution](#)

**1544.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Aging1986's solution](#)

**1545.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**1546.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Aging1986's solution](#)

**1547.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Aging1986's solution](#)

**1548.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1549.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Aging1986's solution](#)

**1550.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Aging1986's solution](#)

**1551.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Aging1986's solution](#)

**1552.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Aging1986's solution](#)

**1553.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Aging1986's solution](#)

**1554.**

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**1555.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Aging1986's solution](#)

**1556.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Aging1986's solution](#)

**1557.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Aging1986's solution](#)

**1558.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,001 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Aging1986's solution](#)

**1559.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1560.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Aging1986's solution](#)

**1561.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Aging1986's solution](#)

**1562.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Aging1986's solution](#)

**1563.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Aging1986's solution](#)

**1564.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Aging1986's solution](#)

**1565.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Aging1986's solution](#)

**1566.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Aging1986's solution](#)

**1567.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Aging1986's solution](#)

**1568.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**1569.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1570.**

38E

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

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Aging1986's solution](#)

**1571.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Aging1986's solution](#)

**1572.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Aging1986's solution](#)

**1573.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aging1986's solution](#)

**1574.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

**1575.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**1576.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Aging1986's solution](#)

**1577.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Aging1986's solution](#)

**1578.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aging1986's solution](#)

**1579.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Aging1986's solution](#)

**1580.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Aging1986's solution](#)

**1581.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1582.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aging1986's solution](#)

**1583.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Aging1986's solution](#)

**1584.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Aging1986's solution](#)

**1585.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Aging1986's solution](#)

**1586.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Aging1986's solution](#)

**1587.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**1588.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Aging1986's solution](#)

**1589.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Aging1986's solution](#)

**1590.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Aging1986's solution](#)

**1591.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Aging1986's solution](#)

**1592.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Aging1986's solution](#)

**1593.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Aging1986's solution](#)

**1594.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Aging1986's solution](#)

**1595.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation

[Aging1986's solution](#)

**1596.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Aging1986's solution](#)

**1597.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Aging1986's solution](#)

**1598.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**1599.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Aging1986's solution](#)

**1600.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Aging1986's solution](#)

**1601.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Aging1986's solution](#)

**1602.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Aging1986's solution](#)

**1603.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Aging1986's solution](#)

**1604.**

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Aging1986's solution](#)

**1605.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Aging1986's solution](#)

**1606.**

2184G

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

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Aging1986's solution](#)

**1607.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aging1986's solution](#)

**1608.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Aging1986's solution](#)**1609.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Aging1986's solution](#)**1610.**

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Aging1986's solution](#)**1611.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)**1612.**

2131F

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

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Aging1986's solution](#)**1613.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Aging1986's solution](#)**1614.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Aging1986's solution](#)**1615.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Aging1986's solution](#)**1616.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Aging1986's solution](#)**1617.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu,

greedy, math

[Aging1986's solution](#)

**1618.**

2090E1

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

Rating: 1900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[Aging1986's solution](#)

**1619.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Aging1986's solution](#)

**1620.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Aging1986's solution](#)

**1621.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Aging1986's solution](#)

**1622.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Aging1986's solution](#)

**1623.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Aging1986's solution](#)

**1624.**

2044G2

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

Quality: 3,824 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

[Aging1986's solution](#)

**1625.**

2044F

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

Quality: 6,044 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

[Aging1986's solution](#)

**1626.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Aging1986's solution](#)

**1627.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1628.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Aging1986's solution](#)

**1629.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Aging1986's solution](#)

**1630.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Aging1986's solution](#)

**1631.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Aging1986's solution](#)

**1632.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Aging1986's solution](#)

**1633.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Aging1986's solution](#)

**1634.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Aging1986's solution](#)

**1635.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Aging1986's solution](#)

**1636.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Aging1986's solution](#)

**1637.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1638.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Aging1986's solution](#)

**1639.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, trees

[Aging1986's solution](#)

**1640.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Aging1986's solution](#)

**1641.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Aging1986's solution](#)

**1642.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Aging1986's solution](#)

**1643.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Aging1986's solution](#)

**1644.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Aging1986's solution](#)

**1645.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Aging1986's solution](#)

**1646.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Aging1986's solution](#)

**1647.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aging1986's solution](#)

**1648.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Aging1986's solution](#)

**1649.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Aging1986's solution](#)

**1650.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Aging1986's solution](#)

**1651.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Aging1986's solution](#)

**1652.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Aging1986's solution](#)

**1653.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Aging1986's solution](#)

**1654.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Aging1986's solution](#)

**1655.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Aging1986's solution](#)

**1656.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Aging1986's solution](#)

**1657.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Aging1986's solution](#)

**1658.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Aging1986's solution](#)

**1659.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Aging1986's solution](#)

**1660.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Aging1986's solution](#)

**1661.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Aging1986's solution](#)

**1662.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Aging1986's solution](#)

**1663.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

**1664.**

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Aging1986's solution](#)

**1665.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Aging1986's solution](#)

**1666.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Aging1986's solution](#)

**1667.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Aging1986's solution](#)

**1668.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**1669.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1670.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Aging1986's solution](#)

**1671.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Aging1986's solution](#)

**1672.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Aging1986's solution](#)

**1673.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Aging1986's solution](#)

**1674.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Aging1986's solution](#)

**1675.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Aging1986's solution](#)

**1676.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle,

strings

[Aging1986's solution](#)

**1677.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Aging1986's solution](#)

**1678.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Aging1986's solution](#)

**1679.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1680.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**1681.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Aging1986's solution](#)

**1682.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Aging1986's solution](#)

**1683.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**1684.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Aging1986's solution](#)

**1685.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Aging1986's solution](#)

**1686.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Aging1986's solution](#)

**1687.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Aging1986's solution](#)

**1688.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Aging1986's solution](#)

**1689.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Aging1986's solution](#)

**1690.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Aging1986's solution](#)

**1691.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Aging1986's solution](#)

**1692.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Aging1986's solution](#)

**1693.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Aging1986's solution](#)

**1694.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Aging1986's solution](#)

**1695.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Aging1986's solution](#)

**1696.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Aging1986's solution](#)

**1697.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math  
[Aging1986's solution](#)

**1698.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
[Aging1986's solution](#)

**1699.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[Aging1986's solution](#)

**1700.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[Aging1986's solution](#)

**1701.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers  
[Aging1986's solution](#)

**1702.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Aging1986's solution](#)

**1703.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Aging1986's solution](#)

**1704.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[Aging1986's solution](#)

**1705.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths  
[Aging1986's solution](#)

**1706.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[Aging1986's solution](#)

**1707.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Aging1986's solution](#)

**1708.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Aging1986's solution](#)

**1709.**

1546D

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

Rating: 1900 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**1710.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Aging1986's solution](#)

**1711.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Aging1986's solution](#)

**1712.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Aging1986's solution](#)

**1713.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Aging1986's solution](#)

**1714.**

1265D

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

Rating: 1900 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1715.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Aging1986's solution](#)

**1716.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Aging1986's solution](#)

**1717.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[Aging1986's solution](#)

**1718.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[Aging1986's solution](#)

**1719.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[Aging1986's solution](#)

**1720.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[Aging1986's solution](#)

**1721.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory  
[Aging1986's solution](#)

**1722.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[Aging1986's solution](#)

**1723.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings  
[Aging1986's solution](#)

**1724.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings  
[Aging1986's solution](#)

**1725.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation  
[Aging1986's solution](#)

**1726.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees  
[Aging1986's solution](#)

**1727.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Aging1986's solution](#)

**1728.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Aging1986's solution](#)

**1729.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Aging1986's solution](#)

**1730.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Aging1986's solution](#)

**1731.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Aging1986's solution](#)

**1732.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Aging1986's solution](#)

**1733.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Aging1986's solution](#)

**1734.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Aging1986's solution](#)

**1735.**

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Aging1986's solution](#)

**1736.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph

matchings, greedy

[Aging1986's solution](#)

**1737.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Aging1986's solution](#)

**1738.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Aging1986's solution](#)

**1739.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 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

[Aging1986's solution](#)

**1740.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Aging1986's solution](#)

**1741.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Aging1986's solution](#)

**1742.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1743.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1744.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Aging1986's solution](#)

**1745.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Aging1986's solution](#)

**1746.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[Aging1986's solution](#)

**1747.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Aging1986's solution](#)

**1748.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aging1986's solution](#)

**1749.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Aging1986's solution](#)

**1750.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Aging1986's solution](#)

**1751.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

**1752.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Aging1986's solution](#)

**1753.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Aging1986's solution](#)

**1754.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Aging1986's solution](#)

**1755.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Aging1986's solution](#)

**1756.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Aging1986's solution](#)

**1757.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Aging1986's solution](#)

**1758.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Aging1986's solution](#)

**1759.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Aging1986's solution](#)

**1760.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Aging1986's solution](#)

**1761.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Aging1986's solution](#)

**1762.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Aging1986's solution](#)

**1763.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Aging1986's solution](#)

**1764.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**1765.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Aging1986's solution](#)

**1766.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

combinatorics, math, two pointers

[Aging1986's solution](#)

**1767.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Aging1986's solution](#)

**1768.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Aging1986's solution](#)

**1769.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Aging1986's solution](#)

**1770.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1771.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Aging1986's solution](#)

**1772.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Aging1986's solution](#)

**1773.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Aging1986's solution](#)

**1774.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Aging1986's solution](#)

**1775.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aging1986's solution](#)

**1776.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number

theory

[Aging1986's solution](#)

**1777.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Aging1986's solution](#)

**1778.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

**1779.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Aging1986's solution](#)

**1780.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Aging1986's solution](#)

**1781.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Aging1986's solution](#)

**1782.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Aging1986's solution](#)

**1783.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Aging1986's solution](#)

**1784.**

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aging1986's solution](#)

**1785.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Aging1986's solution](#)

**1786.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Aging1986's solution](#)

**1787.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Aging1986's solution](#)

**1788.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Aging1986's solution](#)

**1789.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Aging1986's solution](#)

**1790.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Aging1986's solution](#)

**1791.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Aging1986's solution](#)

**1792.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Aging1986's solution](#)

**1793.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Aging1986's solution](#)

**1794.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Aging1986's solution](#)

**1795.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Aging1986's solution](#)

**1796.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Aging1986's solution](#)

**1797.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Aging1986's solution](#)

**1798.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Aging1986's solution](#)

**1799.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aging1986's solution](#)

**1800.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Aging1986's solution](#)

**1801.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Aging1986's solution](#)

**1802.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aging1986's solution](#)

**1803.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Aging1986's solution](#)

**1804.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Aging1986's solution](#)

**1805.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Aging1986's solution](#)

**1806.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Aging1986's solution](#)

### 1807.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Aging1986's solution](#)

### 1808.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Aging1986's solution](#)

### 1809.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Aging1986's solution](#)

### 1810.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Aging1986's solution](#)

### 1811.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, probabilities

[Aging1986's solution](#)

### 1812.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Aging1986's solution](#)

### 1813.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

### 1814.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

### 1815.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

### 1816.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[Aging1986's solution](#)

### 1817.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-29 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Aging1986's solution](#)

### 1818.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Aging1986's solution](#)

### 1819.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Aging1986's solution](#)

### 1820.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Aging1986's solution](#)

### 1821.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Aging1986's solution](#)

### 1822.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Aging1986's solution](#)

### 1823.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Aging1986's solution](#)

### 1824.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Aging1986's solution](#)

### 1825.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Aging1986's solution](#)

**1826.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**1827.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Aging1986's solution](#)

**1828.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Aging1986's solution](#)

**1829.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Aging1986's solution](#)

**1830.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Aging1986's solution](#)

**1831.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Aging1986's solution](#)

**1832.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Aging1986's solution](#)

**1833.**

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

[Aging1986's solution](#)

**1834.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Aging1986's solution](#)

**1835.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Aging1986's solution](#)

**1836.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math  
[Aging1986's solution](#)

**1837.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers  
[Aging1986's solution](#)

**1838.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation  
[Aging1986's solution](#)

**1839.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory  
[Aging1986's solution](#)

**1840.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[Aging1986's solution](#)

**1841.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory  
[Aging1986's solution](#)

**1842.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[Aging1986's solution](#)

**1843.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths  
[Aging1986's solution](#)

**1844.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs  
[Aging1986's solution](#)

**1845.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[Aging1986's solution](#)

**1846.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1847.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Aging1986's solution](#)

**1848.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Aging1986's solution](#)

**1849.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Aging1986's solution](#)

**1850.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Aging1986's solution](#)

**1851.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Aging1986's solution](#)

**1852.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Aging1986's solution](#)

**1853.**

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Aging1986's solution](#)

**1854.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Aging1986's solution](#)

**1855.**

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Aging1986's solution](#)

**1856.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive  
[Aging1986's solution](#)

**1857.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
[Aging1986's solution](#)

**1858.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings  
[Aging1986's solution](#)

**1859.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math  
[Aging1986's solution](#)

**1860.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings  
[Aging1986's solution](#)

**1861.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[Aging1986's solution](#)

**1862.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[Aging1986's solution](#)

**1863.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers  
[Aging1986's solution](#)

**1864.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[Aging1986's solution](#)

**1865.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[Aging1986's solution](#)

**1866.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aging1986's solution](#)

### 1867.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aging1986's solution](#)

### 1868.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Aging1986's solution](#)

### 1869.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[Aging1986's solution](#)

### 1870.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Aging1986's solution](#)

### 1871.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Aging1986's solution](#)

### 1872.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Aging1986's solution](#)

### 1873.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Aging1986's solution](#)

### 1874.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Aging1986's solution](#)

### 1875.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Aging1986's solution](#)

### 1876.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math,

strings

[Aging1986's solution](#)

**1877.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Aging1986's solution](#)

**1878.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Aging1986's solution](#)

**1879.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Aging1986's solution](#)

**1880.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Aging1986's solution](#)

**1881.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Aging1986's solution](#)

**1882.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aging1986's solution](#)

**1883.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[Aging1986's solution](#)

**1884.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Aging1986's solution](#)

**1885.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Aging1986's solution](#)

**1886.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Aging1986's solution](#)

### 1887.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Aging1986's solution](#)

### 1888.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Aging1986's solution](#)

### 1889.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Aging1986's solution](#)

### 1890.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Aging1986's solution](#)

### 1891.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Aging1986's solution](#)

### 1892.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Aging1986's solution](#)

### 1893.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

### 1894.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Aging1986's solution](#)

### 1895.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Aging1986's solution](#)

**1896.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Aging1986's solution](#)

**1897.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Aging1986's solution](#)

**1898.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Aging1986's solution](#)

**1899.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Aging1986's solution](#)

**1900.**

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Aging1986's solution](#)

**1901.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Aging1986's solution](#)

**1902.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Aging1986's solution](#)

**1903.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,774 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Aging1986's solution](#)

**1904.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Aging1986's solution](#)

**1905.**

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Aging1986's solution](#)

### 1906.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Aging1986's solution](#)

### 1907.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Aging1986's solution](#)

### 1908.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Aging1986's solution](#)

### 1909.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Aging1986's solution](#)

### 1910.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Aging1986's solution](#)

### 1911.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

### 1912.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Aging1986's solution](#)

### 1913.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Aging1986's solution](#)

### 1914.

2143D2

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

Quality: 2,770 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

[Aging1986's solution](#)

**1915.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Aging1986's solution](#)

**1916.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Aging1986's solution](#)

**1917.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Aging1986's solution](#)

**1918.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Aging1986's solution](#)

**1919.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Aging1986's solution](#)

**1920.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Aging1986's solution](#)

**1921.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Aging1986's solution](#)

**1922.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 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

[Aging1986's solution](#)

**1923.**

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

[Aging1986's solution](#)

**1924.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 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

[Aging1986's solution](#)

## 1925.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

## 1926.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Aging1986's solution](#)

## 1927.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Aging1986's solution](#)

## 1928.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Aging1986's solution](#)

## 1929.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Aging1986's solution](#)

## 1930.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Aging1986's solution](#)

## 1931.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Aging1986's solution](#)

## 1932.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Aging1986's solution](#)

## 1933.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Aging1986's solution](#)

## 1934.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Aging1986's solution](#)

### 1935.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Aging1986's solution](#)

### 1936.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Aging1986's solution](#)

### 1937.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Aging1986's solution](#)

### 1938.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Aging1986's solution](#)

### 1939.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Aging1986's solution](#)

### 1940.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Aging1986's solution](#)

### 1941.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Aging1986's solution](#)

### 1942.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Aging1986's solution](#)

### 1943.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Aging1986's solution](#)

**1944.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Aging1986's solution](#)

**1945.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Aging1986's solution](#)

**1946.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Aging1986's solution](#)

**1947.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Aging1986's solution](#)

**1948.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Aging1986's solution](#)

**1949.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Aging1986's solution](#)

**1950.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Aging1986's solution](#)

**1951.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Aging1986's solution](#)

**1952.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Aging1986's solution](#)

**1953.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Aging1986's solution](#)

**1954.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Aging1986's solution](#)

**1955.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Aging1986's solution](#)

**1956.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Aging1986's solution](#)

**1957.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Aging1986's solution](#)

**1958.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Aging1986's solution](#)

**1959.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Aging1986's solution](#)

**1960.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Aging1986's solution](#)

**1961.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Aging1986's solution](#)

**1962.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Aging1986's solution](#)

**1963.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dp, graphs, implementation, math

[Aging1986's solution](#)

**1964.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**1965.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Aging1986's solution](#)

**1966.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Aging1986's solution](#)

**1967.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**1968.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

**1969.**

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aging1986's solution](#)

**1970.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Aging1986's solution](#)

**1971.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Aging1986's solution](#)

**1972.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Aging1986's solution](#)

**1973.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Aging1986's solution](#)

## 1974.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Aging1986's solution](#)

## 1975.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Aging1986's solution](#)

## 1976.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Aging1986's solution](#)

## 1977.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Aging1986's solution](#)

## 1978.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Aging1986's solution](#)

## 1979.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Aging1986's solution](#)

## 1980.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Aging1986's solution](#)

## 1981.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Aging1986's solution](#)

## 1982.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Aging1986's solution](#)

**1983.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Aging1986's solution](#)

**1984.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Aging1986's solution](#)

**1985.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Aging1986's solution](#)

**1986.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Aging1986's solution](#)

**1987.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Aging1986's solution](#)

**1988.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Aging1986's solution](#)

**1989.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Aging1986's solution](#)

**1990.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Aging1986's solution](#)

**1991.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Aging1986's solution](#)

**1992.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aging1986's solution](#)

**1993.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Aging1986's solution](#)

**1994.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Aging1986's solution](#)

**1995.**

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Aging1986's solution](#)

**1996.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Aging1986's solution](#)

**1997.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Aging1986's solution](#)

**1998.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Aging1986's solution](#)

**1999.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Aging1986's solution](#)

**2000.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Aging1986's solution](#)

**2001.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Aging1986's solution](#)

**2002.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Aging1986's solution](#)

## 2003.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Aging1986's solution](#)

## 2004.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Aging1986's solution](#)

## 2005.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Aging1986's solution](#)

## 2006.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Aging1986's solution](#)

## 2007.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Aging1986's solution](#)

## 2008.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[Aging1986's solution](#)

## 2009.

2090E2

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

Rating: 2300 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Aging1986's solution](#)

## 2010.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Aging1986's solution](#)

## 2011.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Aging1986's solution](#)

## 2012.

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

[Aging1986's solution](#)

## 2013.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Aging1986's solution](#)

## 2014.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Aging1986's solution](#)

## 2015.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Aging1986's solution](#)

## 2016.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

## 2017.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Aging1986's solution](#)

## 2018.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Aging1986's solution](#)

## 2019.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Aging1986's solution](#)

## 2020.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Aging1986's solution](#)

## 2021.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Aging1986's solution](#)

## 2022.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Aging1986's solution](#)

## 2023.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Aging1986's solution](#)

## 2024.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Aging1986's solution](#)

## 2025.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Aging1986's solution](#)

## 2026.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

## 2027.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Aging1986's solution](#)

## 2028.

1875F

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

Rating: 2300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Aging1986's solution](#)

## 2029.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Aging1986's solution](#)

## 2030.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Aging1986's solution](#)

## 2031.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Aging1986's solution](#)

## 2032.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · last AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Aging1986's solution](#)

### 2033.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Aging1986's solution](#)

### 2034.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Aging1986's solution](#)

### 2035.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Aging1986's solution](#)

### 2036.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Aging1986's solution](#)

### 2037.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Aging1986's solution](#)

### 2038.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Aging1986's solution](#)

### 2039.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Aging1986's solution](#)

### 2040.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Aging1986's solution](#)

### 2041.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Aging1986's solution](#)

### 2042.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Aging1986's solution](#)

### 2043.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Aging1986's solution](#)

### 2044.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Aging1986's solution](#)

### 2045.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

### 2046.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Aging1986's solution](#)

### 2047.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Aging1986's solution](#)

### 2048.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Aging1986's solution](#)

### 2049.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Aging1986's solution](#)

### 2050.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Aging1986's solution](#)

### 2051.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aging1986's solution](#)

### 2052.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Aging1986's solution](#)

### 2053.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Aging1986's solution](#)

### 2054.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Aging1986's solution](#)

### 2055.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[Aging1986's solution](#)

### 2056.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Aging1986's solution](#)

### 2057.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Aging1986's solution](#)

### 2058.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Aging1986's solution](#)

### 2059.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Aging1986's solution](#)

### 2060.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Aging1986's solution](#)

### 2061.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Aging1986's solution](#)

**2062.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Aging1986's solution](#)

**2063.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Aging1986's solution](#)

**2064.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Aging1986's solution](#)

**2065.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Aging1986's solution](#)

**2066.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Aging1986's solution](#)

**2067.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Aging1986's solution](#)

**2068.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Aging1986's solution](#)

**2069.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**2070.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Aging1986's solution](#)

**2071.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Aging1986's solution](#)

**2072.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Aging1986's solution](#)

**2073.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Aging1986's solution](#)

**2074.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Aging1986's solution](#)

**2075.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Aging1986's solution](#)

**2076.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Aging1986's solution](#)

**2077.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Aging1986's solution](#)

**2078.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Aging1986's solution](#)

**2079.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Aging1986's solution](#)

**2080.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Aging1986's solution](#)

**2081.**

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Aging1986's solution](#)

## 2082.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Aging1986's solution](#)

## 2083.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Aging1986's solution](#)

## 2084.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Aging1986's solution](#)

## 2085.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Aging1986's solution](#)

## 2086.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Aging1986's solution](#)

## 2087.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Aging1986's solution](#)

## 2088.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

## 2089.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Aging1986's solution](#)

## 2090.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Aging1986's solution](#)

## 2091.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Aging1986's solution](#)

## 2092.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Aging1986's solution](#)

## 2093.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Aging1986's solution](#)

## 2094.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Aging1986's solution](#)

## 2095.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Aging1986's solution](#)

## 2096.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Aging1986's solution](#)

## 2097.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Aging1986's solution](#)

## 2098.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Aging1986's solution](#)

## 2099.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Aging1986's solution](#)

## 2100.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Aging1986's solution](#)

## 2101.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[Aging1986's solution](#)

## 2102.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings  
[Aging1986's solution](#)

## 2103.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math  
[Aging1986's solution](#)

## 2104.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory  
[Aging1986's solution](#)

## 2105.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[Aging1986's solution](#)

## 2106.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers  
[Aging1986's solution](#)

## 2107.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[Aging1986's solution](#)

## 2108.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[Aging1986's solution](#)

## 2109.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math  
[Aging1986's solution](#)

## 2110.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[Aging1986's solution](#)

**2111.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Aging1986's solution](#)**2112.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Aging1986's solution](#)**2113.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Aging1986's solution](#)**2114.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Aging1986's solution](#)**2115.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Aging1986's solution](#)**2116.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Aging1986's solution](#)**2117.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Aging1986's solution](#)**2118.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Aging1986's solution](#)**2119.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Aging1986's solution](#)**2120.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[Aging1986's solution](#)

## 2121.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Aging1986's solution](#)

## 2122.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Aging1986's solution](#)

## 2123.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Aging1986's solution](#)

## 2124.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Aging1986's solution](#)

## 2125.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Aging1986's solution](#)

## 2126.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Aging1986's solution](#)

## 2127.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Aging1986's solution](#)

## 2128.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Aging1986's solution](#)

## 2129.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Aging1986's solution](#)

## 2130.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Aging1986's solution](#)

### 2131.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Aging1986's solution](#)

### 2132.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Aging1986's solution](#)

### 2133.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Aging1986's solution](#)

### 2134.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Aging1986's solution](#)

### 2135.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Aging1986's solution](#)

### 2136.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Aging1986's solution](#)

### 2137.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Aging1986's solution](#)

### 2138.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Aging1986's solution](#)

### 2139.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Aging1986's solution](#)

### 2140.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Aging1986's solution](#)

## 2141.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aging1986's solution](#)

## 2142.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Aging1986's solution](#)

## 2143.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Aging1986's solution](#)

## 2144.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Aging1986's solution](#)

## 2145.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Aging1986's solution](#)

## 2146.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Aging1986's solution](#)

## 2147.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Aging1986's solution](#)

## 2148.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Aging1986's solution](#)

## 2149.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Aging1986's solution](#)

**2150.**

987F

[AND Graph](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Aging1986's solution](#)

**2151.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**2152.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aging1986's solution](#)

**2153.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Aging1986's solution](#)

**2154.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Aging1986's solution](#)

**2155.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Aging1986's solution](#)

**2156.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Aging1986's solution](#)

**2157.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Aging1986's solution](#)

**2158.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Aging1986's solution](#)

**2159.**

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Aging1986's solution](#)

**2160.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Aging1986's solution](#)**2161.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Aging1986's solution](#)**2162.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Aging1986's solution](#)**2163.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[Aging1986's solution](#)**2164.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Aging1986's solution](#)**2165.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Aging1986's solution](#)**2166.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Aging1986's solution](#)**2167.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Aging1986's solution](#)**2168.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Aging1986's solution](#)**2169.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aging1986's solution](#)

**2170.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Aging1986's solution](#)

**2171.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Aging1986's solution](#)

**2172.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Aging1986's solution](#)

**2173.**

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-20 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Aging1986's solution](#)

**2174.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**2175.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Aging1986's solution](#)

**2176.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Aging1986's solution](#)

**2177.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Aging1986's solution](#)

**2178.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Aging1986's solution](#)

**2179.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Aging1986's solution](#)

**2180.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings  
[Aging1986's solution](#)

**2181.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[Aging1986's solution](#)

**2182.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math  
[Aging1986's solution](#)

**2183.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math  
[Aging1986's solution](#)

**2184.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[Aging1986's solution](#)

**2185.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees  
[Aging1986's solution](#)

**2186.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices  
[Aging1986's solution](#)

**2187.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees  
[Aging1986's solution](#)

**2188.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[Aging1986's solution](#)

**2189.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings  
[Aging1986's solution](#)

**2190.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Aging1986's solution](#)

**2191.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Aging1986's solution](#)

**2192.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aging1986's solution](#)

**2193.**

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aging1986's solution](#)

**2194.**

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Aging1986's solution](#)

**2195.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Aging1986's solution](#)

**2196.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Aging1986's solution](#)

**2197.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Aging1986's solution](#)

**2198.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Aging1986's solution](#)

**2199.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Aging1986's solution](#)

**2200.**

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Aging1986's solution](#)

**2201.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Aging1986's solution](#)

**2202.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Aging1986's solution](#)

**2203.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Aging1986's solution](#)

**2204.**

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Aging1986's solution](#)

**2205.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Aging1986's solution](#)

**2206.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Aging1986's solution](#)

**2207.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Aging1986's solution](#)

**2208.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Aging1986's solution](#)

**2209.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Aging1986's solution](#)

**2210.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Aging1986's solution](#)

**2211.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Aging1986's solution](#)

**2212.**

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Aging1986's solution](#)

**2213.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Aging1986's solution](#)

**2214.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Aging1986's solution](#)

**2215.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Aging1986's solution](#)

**2216.**

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

**2217.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Aging1986's solution](#)

**2218.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Aging1986's solution](#)

**2219.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: dp, implementation

[Aging1986's solution](#)

**2220.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Aging1986's solution](#)

**2221.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Aging1986's solution](#)

**2222.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Aging1986's solution](#)

**2223.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Aging1986's solution](#)

**2224.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Aging1986's solution](#)

**2225.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Aging1986's solution](#)

**2226.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Aging1986's solution](#)

**2227.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aging1986's solution](#)

**2228.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Aging1986's solution](#)

**2229.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

## 2230.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Aging1986's solution](#)

## 2231.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aging1986's solution](#)

## 2232.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Aging1986's solution](#)

## 2233.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Aging1986's solution](#)

## 2234.

1588E

[Eligible Segments](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[Aging1986's solution](#)

## 2235.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Aging1986's solution](#)

## 2236.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Aging1986's solution](#)

## 2237.

2225B

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

Quality: 14,127 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Aging1986's solution](#)

## 2238.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Aging1986's solution](#)

## 2239.

106177G

[Binary Tree Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2240.**

106177F

[Bamboozle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2241.**

106177E

[Max Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2242.**

106177D

[Daydream](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2243.**

106177C

[Rare Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2244.**

106177B

[Weird Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2245.**

106177A

[OR what?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2246.**

105928J

[k-MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2247.**

105928E

[LCM Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2248.**

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —  
[Aging1986's solution](#)

**2249.**

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2250.**

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —  
[Aging1986's solution](#)

**2251.**

105928D

[Phaethon's Melody](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2252.**

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[Aging1986's solution](#)

**2253.**

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[Aging1986's solution](#)

**2254.**

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2255.**

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2256.**

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2257.**

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[Aging1986's solution](#)

**2258.**

105922H

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

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2259.**

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2260.**

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2261.**

105922G

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2262.**

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2263.**

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2264.**

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2265.**

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2266.**

105883D

[Why Does Every Baozii Cup Have a GCD Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2267.**

105883L

[OR + AND](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2268.**

105909E

[WEJANy^kç](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2269.**

105909C

[AflwqŠ!~!](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2270.**

105909A

[hEVO](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2271.**

105909J

[Generate 01 String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2272.**

105909D

[NzWrial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2273.**

105909I

[a tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2274.**

105909M

[f.Nj018 w Y'\[fu z ^•¼qzB•\[](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2275.**

105909K

[UNOy Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2276.**

105909G

[l3Xwvianjo+](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2277.**

105909F

[N7uV4,,u T}h](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2278.**

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2279.**

105846E

[Sigma Sigma Pi · Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2280.**

105846D

[123 Matrix · Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2281.**

105846C

[Kaosar Loves Binomials · Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2282.**

105846B

[Doors · Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2283.**

105846A

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

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2284.**

105833I

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

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2285.**

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2286.**

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2287.**

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2288.**

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2289.**

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2290.**

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2291.**

105805E1

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

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2292.**

105805D

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

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2293.**

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2294.**

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2295.**

105805A

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

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2296.**

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2297.**

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2298.**

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2299.**

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2300.**

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2301.**

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2302.**

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2303.**

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2304.**

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2305.**

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

2306.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2307.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2308.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2309.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2310.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2311.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2312.

105158D

[•ÝbNkÔ](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2313.

105158C

[N-NcUÂN\\_%bSkÔ\[](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2314.

105158M

[gũHĩalÕ](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2315.

105158L

[Toxel N PCPC-III](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

2316.

105158K

[h Ncŕal](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Aging1986's solution](#)

**2317.**

105158J

[c++ Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2318.**

105158H

[c++ Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2319.**

105158F

[C++ Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2320.**

105158B

[c++ Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aging1986's solution](#)

**2321.**

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2322.**

105622G

[Crown](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2323.**

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2324.**

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2325.**

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2326.**

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2327.**

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2328.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2329.**

105445D

[YEET!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2330.**

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2331.**

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2332.**

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2333.**

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2334.**

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2335.**

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2336.**

105350F

[Mad MAD Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2337.**

105350E

[Fun is Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2338.**

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2339.**

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2340.**

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2341.**

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2342.**

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2343.**

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2344.**

105327L

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

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2345.**

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2346.**

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2347.**

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2348.**

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2349.**

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

105327A

## Attention to the Meeting · Tutorial

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aqing1986's solution](#)

## 105336I

## b-Tutorial

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105336D

- **xTyr-Pal** **Ấx Vh**

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aqing1986's solution](#)

## 105336L

• Tutorial •

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105336K

# SÖMTEPn8b

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105336B

## Q><-Tutorial

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aqing1986's solution](#)

## 105264B

105264B

## Depth Range Update · Tutorial

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105264L

## The Shrine of the Father of Forces · Tutorial

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105264E

## Changes in Antwanland · Tutorial

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105264F

## Tree XOR · Tutorial

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

## 105264I

Homies and Not Homies · Tutorial

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aqing1986's solution](#)

**2361.**

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2362.**

105264C

[Variety Hater](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2363.**

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2364.**

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2365.**

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2366.**

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2367.**

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2368.**

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2369.**

105278G

[Chocolate Volcano](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2370.**

105278B

[Missing LDAP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2371.**

105278L

[Strobogrammatic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2372.**

105278H

[Emblems](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2373.**

105278F

[Pacman or Shot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2374.**

105278D

[Wise Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2375.**

105278C

[s-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2376.**

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2377.**

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2378.**

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2379.**

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2380.**

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2381.**

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2382.**

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2383.**

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2384.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2385.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2386.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2387.**

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2388.**

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2389.**

105319G

[Less is More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2390.**

105319L

[Hosen and The Magical Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2391.**

105319D

[Lazy Jaber](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2392.**

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2393.**

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2394.**

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2395.**

105319H

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

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2396.**

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2397.**

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2398.**

105307D

[Animal Circus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2399.**

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2400.**

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2401.**

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2402.**

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2403.**

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2404.**

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2405.**

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2406.**

105293D

[Mr.Wow and Multiset](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2407.**

105293C

[Mr. Wow and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2408.**

105293B

[Mr. Wow and Dislikes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2409.**

105293A

[Mr. Wow and Lucky Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2410.**

105270F1

[Award from Wuhudsm\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2411.**

105270D

[Eleven](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2412.**

105270C

[Range Contradiction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2413.**

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2414.**

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2415.**

105230J

[Super Bishop](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2416.**

105230C

[Little Birthday Party](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2417.**

105230F

[Franklin is Back](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2418.**

105230G

[Great Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2419.**

105230K

[Treasures](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2420.**

105230I

[Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2421.**

105230H

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2422.**

105230E

[Great Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2423.**

105230D

[Divisor Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2424.**

105230B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2425.**

105230A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2426.**

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2427.**

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2428.**

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2429.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2430.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2431.**

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2432.**

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2433.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2434.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2435.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2436.**

105231E

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

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2437.**

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2438.**

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2439.**

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2440.**

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2441.**

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2442.**

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2443.**

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2444.**

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2445.**

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2446.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2447.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2448.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2449.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2450.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2451.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2452.**

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2453.**

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2454.**

105216M

[Maximizing the Sauce](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2455.**

105216K

[K Happy Computers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2456.**

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2457.**

105216H

[Hiring Candidates Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2458.**

105216D

[Dueling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2459.**

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2460.**

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2461.**

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2462.**

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2463.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2464.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2465.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2466.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2467.**

105137F

[Good Tree Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2468.**

105137D

[Good String Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2469.**

105137E

[Good Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2470.**

105137C

[Good Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2471.**

105137B

[Good String](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2472.**

105137A

[Good Target](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2473.**

104855F

[Regular Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2474.**

104855E

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

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2475.**

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2476.**

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2477.**

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2478.**

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2479.**

104802C

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2480.**

104802F

[Nafis and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2481.**

104802E

[Anuj's Longest Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2482.**

104802D

[Rudraksh's Sleepiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2483.**

104802B

[Snowy Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2484.**

104802A

[Submission Bait](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2485.**

104743E

[Range Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2486.**

104743D2

[Prefix XOR Problem\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2487.**

104743D1

[Prefix XOR Problem\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2488.**

104743C

[Prefix MEX Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2489.**

104743B

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2490.**

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2491.**

104683F2

[Maximum Flow in DIV3?\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2492.**

104683G

[Useless Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2493.**

104683C

[Yet Another  \$\div 2\$  or  \$+1\$  Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2494.**

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2495.**

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2496.**

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2497.**

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2498.**

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2499.**

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2500.**

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2501.**

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2502.**

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2503.**

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2504.**

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2505.**

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2506.**

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2507.**

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2508.**

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2509.**

104531H

[coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2510.**

104531E

[A Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2511.**

104531C

[Catch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2512.**

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2513.**

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2514.**

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aging1986's solution](#)

**2515.**

104471E

[The Boss Arena](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2516.**

104471F

[Happy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2517.**

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2518.**

104471D

[Array Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2519.**

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2520.**

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2521.**

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2522.**

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2523.**

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2524.**

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2525.**

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · PyPy 3-64 (first AC) · Tags: —  
[Aging1986's solution](#)

**2526.**

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2527.**

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2528.**

104455F

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2529.**

104455E

[Max Mobius Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2530.**

104455D

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

Rating: — · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2531.**

104455C

[Count Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2532.**

104455B

[K Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2533.**

104455A

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Aging1986's solution](#)

**2534.**

104432E

[Army Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2535.**

104432D

[Max Co Matches](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2536.**

104432C

[Odd Subbarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2537.**

104432B

[Letters Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2538.**

104432A

[Easy Peasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2539.**

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2540.**

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2541.**

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2542.**

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2543.**

104420E

[Grid Walking+](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2544.**

104420D

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

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2545.**

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2546.**

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2547.**

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2548.**

104408D

[Attack Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2549.**

104408C

[Binary Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2550.**

104408B

[Gaz Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2551.**

104408A

[Cool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2552.**

104386G

[CLC Loves SQRT Technology \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2553.**

104386F

[CLC Loves SQRT Technology \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2554.**

104386E

[Gridy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2555.**

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2556.**

104386C

[Prefix Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2557.**

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2558.**

104386A

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

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2559.**

104349E

[Shift in TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2560.**

104349D

[Yet another permutation problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2561.**

104349C

[Super Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2562.**

104349B

[Least SigDig](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2563.**

104349A

[Human Readable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2564.**

104311E

[Pre-minimum Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2565.**

104311F

[Span Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2566.**

104311D

[Big Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2567.**

104311C

[c0=c1](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2568.**

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2569.**

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2570.**

104301E

[Again Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2571.**

104301F

[OR Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2572.**

104301D

[Good Sets](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2573.**

104301C

[Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2574.**

104301B

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2575.**

104301A

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2576.**

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2577.**

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2578.**

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2579.**

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2580.**

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2581.**

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2582.**

104146J

[Jumpin' Jack Flash](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2583.**

104146K

[Kyu Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2584.**

104146I

[Image of the Artist as Filipino](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2585.**

104146G

[Good as Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2586.**

104146D

[Digital Style!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2587.**

104146C

[Codemas Carols](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2588.**

104146B

[Braid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2589.**

104146A

[ABCs of Men and Women](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2590.**

101336D

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2591.**

101336B

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

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2592.**

101336C

[Magic Artifact](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2593.**

101336A

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

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2594.**

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2595.**

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2596.**

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2597.**

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2598.**

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2599.**

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2600.**

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2601.**

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2602.**

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2603.**

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2604.**

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2605.**

104008C

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2606.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2607.**

103647E

[Bird Watching](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2608.**

103647D

[Parrot Riddles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2609.**

103647C

[Peacock Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2610.**

103647B

[Friendly Flamingos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2611.**

103647A

[Night Nesting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2612.**

103938K

[Idiosyncratic Item Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2613.**

103938J

[Quantum Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2614.**

103937I

[Moldy Sandwich](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2615.**

103937G

[Larry Longsleeves](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2616.**

103937F

[Bat-shoe Toss](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2617.**

103937E

[Diverse Debaters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2618.**

103937C

[Robot Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2619.**

103937D

[Hardcore Haircuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2620.**

103937B

[Extravagant Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2621.**

103937A

[Jeopardy!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2622.**

103921J

[Rock Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2623.**

103921I

[Cabinet Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2624.**

103920H

[Rocks & Fossils Kit - 200+ Piece Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2625.**

103920G

[Magnetic Backpack](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2626.**

103920E

[It's Raining Rocks!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2627.**

103920F

[Bit Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2628.**

103920D

[Coats of Paint](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2629.**

103920C

[Earthbending years](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2630.**

103920B

[Anya's Rocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2631.**

103920A

[Truck Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2632.**

103895J

[Dragon Buffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2633.**

103895I

[Tyrannosaurus Typing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2634.**

103895H

[Penguin Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2635.**

103895G

[Carrot Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2636.**

103895F

[Rats Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2637.**

103895E

[Feed Worm](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2638.**

103895D

[Owl Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2639.**

103895C

[Ellie the Elephant](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2640.**

103895B

[Cows Drink Milk](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2641.**

103895A

[Love Your Llama](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2642.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2643.**

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2644.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2645.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2646.**

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Aging1986's solution](#)

**2647.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aging1986's solution](#)

**2648.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[Aging1986's solution](#)

**2649.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Aging1986's solution](#)

**2650.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Aging1986's solution](#)

**2651.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Aging1986's solution](#)

**2652.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Aging1986's solution](#)

**2653.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aging1986's solution](#)

**2654.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Aging1986's solution](#)

**2655.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aging1986's solution](#)

**2656.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aging1986's solution](#)

**2657.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aging1986's solution](#)

**2658.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[Aging1986's solution](#)