

Unique solved — Agreb

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

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

Filters: none

Count: 2,356

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Agreb's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Agreb's solution](#)

3.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

4.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Agreb's solution](#)

5.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

6.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,418 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Agreb's solution](#)

7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

8.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Agreb's solution](#)

9.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Agreb's solution](#)

10.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

11.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[Agreb's solution](#)

12.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Agreb's solution](#)

13.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Agreb's solution](#)

14.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Agreb's solution](#)

15.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Agreb's solution](#)

16.

2062A

[String](#) · [Tutorial](#)

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

17.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

18.

2048A

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

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

19.

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
[Agreb's solution](#)

20.

2034A

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

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

21.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Agreb's solution](#)

22.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Agreb's solution](#)

23.

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

[Agreb's solution](#)

24.

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

[Agreb's solution](#)

25.

2002A

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

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

[Agreb's solution](#)

26.

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

[Agreb's solution](#)

27.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

28.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

29.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Agreb's solution](#)

30.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[Agreb's solution](#)

31.

1987A

[Upload More RAM](#) · [Tutorial](#)

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

[Agreb's solution](#)

32.

1982A

[Soccer](#) · [Tutorial](#)

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

[Agreb's solution](#)

33.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Agreb's solution](#)

34.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Agreb's solution](#)

35.

1930A

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

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

[Agreb's solution](#)

36.

1929A

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

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

[Agreb's solution](#)

37.

1929B

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

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

[Agreb's solution](#)

38.

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

[Agreb's solution](#)

39.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[Agreb's solution](#)

40.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[Agreb's solution](#)

41.

1916A

[2023](#) · [Tutorial](#)

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

implementation, math, number theory

[Agreb's solution](#)

42.

1909A

[Distinct Buttons](#) · [Tutorial](#)

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

[Agreb's solution](#)

43.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Agreb's solution](#)

44.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Agreb's solution](#)

45.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Agreb's solution](#)

46.

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

[Agreb's solution](#)

47.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Agreb's solution](#)

48.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[Agreb's solution](#)

49.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Agreb's solution](#)

50.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Agreb's solution](#)

51.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

52.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Agreb's solution](#)

53.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Agreb's solution](#)

54.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Agreb's solution](#)

55.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Agreb's solution](#)

56.

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

[Agreb's solution](#)

57.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

58.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Agreb's solution](#)

59.

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

[Agreb's solution](#)

60.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

61.

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

[Agreb's solution](#)

62.

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

[Agreb's solution](#)

63.

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
[Agreb's solution](#)

64.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

65.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[Agreb's solution](#)

66.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Agreb's solution](#)

67.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

68.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Agreb's solution](#)

69.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Agreb's solution](#)

70.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Agreb's solution](#)

71.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

72.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[Agreb's solution](#)

73.

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

[Agreb's solution](#)

74.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

75.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

76.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

77.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Agreb's solution](#)

78.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Agreb's solution](#)

79.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

80.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[Agreb's solution](#)

81.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

82.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

83.

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

[Agreb's solution](#)

84.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Agreb's solution](#)

85.

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

[Agreb's solution](#)

86.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

87.

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

[Agreb's solution](#)

88.

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

[Agreb's solution](#)

89.

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

[Agreb's solution](#)

90.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

91.

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

[Agreb's solution](#)

92.

1689A

[Lex String](#) · [Tutorial](#)

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

[Agreb's solution](#)

93.

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

[Agreb's solution](#)

94.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Agreb's solution](#)

95.

1629A

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

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Agreb's solution](#)

96.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Agreb's solution](#)

97.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

98.

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

[Agreb's solution](#)

99.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Agreb's solution](#)

100.

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

[Agreb's solution](#)

101.

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

[Agreb's solution](#)

102.

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

[Agreb's solution](#)

103.

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

[Agreb's solution](#)

104.

1678A

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

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Agreb's solution](#)

105.

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Agreb's solution](#)

106.

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

[Agreb's solution](#)

107.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Agreb's solution](#)

108.

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

[Agreb's solution](#)

109.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Agreb's solution](#)

110.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Agreb's solution](#)

111.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Agreb's solution](#)

112.

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

[Agreb's solution](#)

113.

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

[Agreb's solution](#)

114.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Agreb's solution](#)

115.

1651A

[Playoff](#) · [Tutorial](#)

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

[Agreb's solution](#)

116.

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
[Agreb's solution](#)

117.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Agreb's solution](#)

118.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Agreb's solution](#)

119.

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Agreb's solution](#)

120.

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

[Agreb's solution](#)

121.

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

[Agreb's solution](#)

122.

1633B

[Minority](#) · [Tutorial](#)

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

[Agreb's solution](#)

123.

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

[Agreb's solution](#)

124.

1632A

[ABC](#) · [Tutorial](#)

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

[Agreb's solution](#)

125.

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

[Agreb's solution](#)

126.

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

[Agreb's solution](#)

127.

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

[Agreb's solution](#)

128.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Agreb's solution](#)

129.

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

[Agreb's solution](#)

130.

1591A

[Life of a Flower](#) · [Tutorial](#)

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

[Agreb's solution](#)

131.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Agreb's solution](#)

132.

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[Agreb's solution](#)

133.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Agreb's solution](#)

134.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Agreb's solution](#)

135.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Agreb's solution](#)

136.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Agreb's solution](#)

137.

1557A

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

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

[Agreb's solution](#)

138.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

139.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Agreb's solution](#)

140.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

141.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Agreb's solution](#)

142.

1539B

[Love Song](#) · [Tutorial](#)

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

[Agreb's solution](#)

143.

1537A

[Arithmetic Array](#) · [Tutorial](#)

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

[Agreb's solution](#)

144.

1534A

[Colour the Flag](#) · [Tutorial](#)

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

[Agreb's solution](#)

145.

1538A

[Stone Game](#) · [Tutorial](#)

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

[Agreb's solution](#)

146.

1538B

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

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

[Agreb's solution](#)

147.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Agreb's solution](#)

148.

1523A

[Game of Life](#) · [Tutorial](#)

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

[Agreb's solution](#)

149.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Agreb's solution](#)

150.

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Agreb's solution](#)

151.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

152.

1512B

[Almost Rectangle](#) · [Tutorial](#)

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

[Agreb's solution](#)

153.

1512A

[Spy Detected!](#) · [Tutorial](#)

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

[Agreb's solution](#)

154.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Agreb's solution](#)

155.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Agreb's solution](#)

156.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Agreb's solution](#)

157.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

158.

1491A

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

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Agreb's solution](#)

159.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Agreb's solution](#)

160.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Agreb's solution](#)

161.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Agreb's solution](#)

162.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

163.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Agreb's solution](#)

164.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Agreb's solution](#)

165.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

166.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

[Agreb's solution](#)

167.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

168.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Agreb's solution](#)

169.

100944B

[B × C 5D 8 D BCä;](#)

Rating: 800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

170.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

171.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

172.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: implementation, math

[Agreb's solution](#)

173.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Agreb's solution](#)

174.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Agreb's solution](#)

175.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Agreb's solution](#)

176.

2048B

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

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

[Agreb's solution](#)

177.

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Agreb's solution](#)

178.

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

[Agreb's solution](#)

179.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Agreb's solution](#)

180.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Agreb's solution](#)

181.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

182.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

183.

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

[Agreb's solution](#)

184.

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

[Agreb's solution](#)

185.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

186.

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

[Agreb's solution](#)

187.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Agreb's solution](#)

188.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

189.

1709B

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

Quality: 25,839 global accepts · Rating: 900 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Agreb's solution](#)

190.

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

[Agreb's solution](#)

191.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Agreb's solution](#)

192.

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

[Agreb's solution](#)

193.

1689B

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

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

[Agreb's solution](#)

194.

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

[Agreb's solution](#)

195.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Agreb's solution](#)

196.

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

[Agreb's solution](#)

197.

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

[Agreb's solution](#)

198.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Agreb's solution](#)

199.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Agreb's solution](#)

200.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Agreb's solution](#)

201.

1559B

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

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

[Agreb's solution](#)

202.

1559A

[Mocha and Math](#) · [Tutorial](#)

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

[Agreb's solution](#)

203.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Agreb's solution](#)

204.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[Agreb's solution](#)

205.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[Agreb's solution](#)

206.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Agreb's solution](#)

207.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Agreb's solution](#)

208.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[Agreb's solution](#)

209.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Agreb's solution](#)

210.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[Agreb's solution](#)

211.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[Agreb's solution](#)

212.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[Agreb's solution](#)

213.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation
[Agreb's solution](#)

214.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[Agreb's solution](#)

215.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Agreb's solution](#)

216.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: implementation, sortings
[Agreb's solution](#)

217.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,202 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
[Agreb's solution](#)

218.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[Agreb's solution](#)

219.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[Agreb's solution](#)

220.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[Agreb's solution](#)

221.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Agreb's solution](#)

222.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[Agreb's solution](#)

223.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Agreb's solution](#)

224.

2147B

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

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

225.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Agreb's solution](#)

226.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Agreb's solution](#)

227.

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

[Agreb's solution](#)

228.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[Agreb's solution](#)

229.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Agreb's solution](#)

230.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Agreb's solution](#)

231.

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

[Agreb's solution](#)

232.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Agreb's solution](#)

233.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Agreb's solution](#)

234.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Agreb's solution](#)

235.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Agreb's solution](#)

236.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

237.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Agreb's solution](#)

238.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

239.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Agreb's solution](#)

240.

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

[Agreb's solution](#)

241.

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

[Agreb's solution](#)

242.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Agreb's solution](#)

243.

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

[Agreb's solution](#)

244.

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

[Agreb's solution](#)

245.

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

[Agreb's solution](#)

246.

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

[Agreb's solution](#)

247.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Agreb's solution](#)

248.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

249.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Agreb's solution](#)

250.

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

[Agreb's solution](#)

251.

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

[Agreb's solution](#)

252.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Agreb's solution](#)

253.

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

[Agreb's solution](#)

254.

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

[Agreb's solution](#)

255.

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

[Agreb's solution](#)

256.

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
[Agreb's solution](#)

257.

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
[Agreb's solution](#)

258.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Agreb's solution](#)

259.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Agreb's solution](#)

260.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Agreb's solution](#)

261.

1567B

[MEXor Mixup](#) · [Tutorial](#)

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

262.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[Agreb's solution](#)

263.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Agreb's solution](#)

264.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Agreb's solution](#)

265.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[Agreb's solution](#)

266.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,335 global accepts · Rating: 1000 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Agreb's solution](#)

267.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

268.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

269.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Agreb's solution](#)

270.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Agreb's solution](#)

271.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Agreb's solution](#)

272.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Agreb's solution](#)

273.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Agreb's solution](#)

274.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Agreb's solution](#)

275.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Agreb's solution](#)

276.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

277.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Agreb's solution](#)

278.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[Agreb's solution](#)

279.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Agreb's solution](#)

280.

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
[Agreb's solution](#)

281.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Agreb's solution](#)

282.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[Agreb's solution](#)

283.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Agreb's solution](#)

284.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[Agreb's solution](#)

285.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Agreb's solution](#)

286.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Agreb's solution](#)

287.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

288.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Agreb's solution](#)

289.

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

[Agreb's solution](#)

290.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

291.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Agreb's solution](#)

292.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Agreb's solution](#)

293.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Agreb's solution](#)

294.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Agreb's solution](#)

295.

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

[Agreb's solution](#)

296.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[Agreb's solution](#)

297.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[Agreb's solution](#)

298.

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
[Agreb's solution](#)

299.

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
[Agreb's solution](#)

300.

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
[Agreb's solution](#)

301.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[Agreb's solution](#)

302.

1566D1

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

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

303.

1557B

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

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

304.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Agreb's solution](#)

305.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Agreb's solution](#)

306.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

307.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Agreb's solution](#)

308.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

309.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

310.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Agreb's solution](#)

311.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

312.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Agreb's solution](#)

313.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Agreb's solution](#)

314.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: math

[Agreb's solution](#)

315.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

316.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Agreb's solution](#)

317.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-09 · GNU C++ (first AC) · Tags: implementation

[Agreb's solution](#)

318.

100944C

[A<C<D\\$U B >C >D\\$0](#)

Rating: 1100 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

319.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: implementation, math

[Agreb's solution](#)

320.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: brute force

[Agreb's solution](#)

321.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: brute force, greedy

[Agreb's solution](#)

322.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Agreb's solution](#)

323.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Agreb's solution](#)

324.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Agreb's solution](#)

325.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Agreb's solution](#)

326.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Agreb's solution](#)

327.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Agreb's solution](#)

328.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Agreb's solution](#)

329.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Agreb's solution](#)

330.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Agreb's solution](#)

331.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Agreb's solution](#)

332.

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

[Agreb's solution](#)

333.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Agreb's solution](#)

334.

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

[Agreb's solution](#)

335.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Agreb's solution](#)

336.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Agreb's solution](#)

337.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Agreb's solution](#)

338.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, number theory

[Agreb's solution](#)

339.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Agreb's solution](#)

340.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Agreb's solution](#)

341.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Agreb's solution](#)

342.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Agreb's solution](#)

343.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Agreb's solution](#)

344.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Agreb's solution](#)

345.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

346.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Agreb's solution](#)

347.

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

[Agreb's solution](#)

348.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Agreb's solution](#)

349.

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

[Agreb's solution](#)

350.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Agreb's solution](#)

351.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Agreb's solution](#)

352.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

353.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Agreb's solution](#)

354.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

355.

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

[Agreb's solution](#)

356.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Agreb's solution](#)

357.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Agreb's solution](#)

358.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Agreb's solution](#)

359.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Agreb's solution](#)

360.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Agreb's solution](#)

361.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

362.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Agreb's solution](#)

363.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Agreb's solution](#)

364.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Agreb's solution](#)

365.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

366.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

367.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[Agreb's solution](#)

368.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Agreb's solution](#)

369.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

370.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[Agreb's solution](#)

371.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Agreb's solution](#)

372.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[Agreb's solution](#)

373.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2018-02-19 · last AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation, sortings
[Agreb's solution](#)

374.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[Agreb's solution](#)

375.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy
[Agreb's solution](#)

376.

872B

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

Rating: 1200 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation
[Agreb's solution](#)

377.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, math
[Agreb's solution](#)

378.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: implementation
[Agreb's solution](#)

379.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[Agreb's solution](#)

380.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Agreb's solution](#)

381.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[Agreb's solution](#)

382.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Agreb's solution](#)

383.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Agreb's solution](#)

384.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

385.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

386.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Agreb's solution](#)

387.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Agreb's solution](#)

388.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

389.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Agreb's solution](#)

390.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Agreb's solution](#)

391.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Agreb's solution](#)

392.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Agreb's solution](#)

393.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Agreb's solution](#)

394.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

395.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Agreb's solution](#)

396.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Agreb's solution](#)

397.

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

[Agreb's solution](#)

398.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Agreb's solution](#)

399.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Agreb's solution](#)

400.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

401.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Agreb's solution](#)

402.

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
[Agreb's solution](#)

403.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Agreb's solution](#)

404.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[Agreb's solution](#)

405.

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
[Agreb's solution](#)

406.

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
[Agreb's solution](#)

407.

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
[Agreb's solution](#)

408.

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
[Agreb's solution](#)

409.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

410.

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
[Agreb's solution](#)

411.

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
[Agreb's solution](#)

412.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Agreb's solution](#)

413.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Agreb's solution](#)

414.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Agreb's solution](#)

415.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

416.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Agreb's solution](#)

417.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

418.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Agreb's solution](#)

419.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Agreb's solution](#)

420.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[Agreb's solution](#)

421.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++ (first AC) · Tags: math, number theory

[Agreb's solution](#)

422.

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[Agreb's solution](#)

423.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Agreb's solution](#)

424.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

425.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

426.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: implementation

[Agreb's solution](#)

427.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[Agreb's solution](#)

428.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Agreb's solution](#)

429.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Agreb's solution](#)

430.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

431.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Agreb's solution](#)

432.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, implementation

[Agreb's solution](#)

433.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Agreb's solution](#)

434.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: games

[Agreb's solution](#)

435.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Agreb's solution](#)

436.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Agreb's solution](#)

437.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Agreb's solution](#)

438.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Agreb's solution](#)

439.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Agreb's solution](#)

440.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Agreb's solution](#)

441.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

442.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

443.

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

[Agreb's solution](#)

444.

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

[Agreb's solution](#)

445.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

446.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Agreb's solution](#)

447.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Agreb's solution](#)

448.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Agreb's solution](#)

449.

1706C

[Qpwoeirut 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

[Agreb's solution](#)

450.

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

[Agreb's solution](#)

451.

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

[Agreb's solution](#)

452.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Agreb's solution](#)

453.

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

[Agreb's solution](#)

454.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Agreb's solution](#)

455.

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

[Agreb's solution](#)

456.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

457.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Agreb's solution](#)

458.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Agreb's solution](#)

459.

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

[Agreb's solution](#)

460.

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

[Agreb's solution](#)

461.

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

[Agreb's solution](#)

462.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Agreb's solution](#)

463.

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

[Agreb's solution](#)

464.

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

[Agreb's solution](#)

465.

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

[Agreb's solution](#)

466.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Agreb's solution](#)

467.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Agreb's solution](#)

468.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Agreb's solution](#)

469.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Agreb's solution](#)

470.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Agreb's solution](#)

471.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Agreb's solution](#)

472.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Agreb's solution](#)

473.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Agreb's solution](#)

474.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

475.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-12-10 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Agreb's solution](#)

476.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation

[Agreb's solution](#)

477.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-01 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[Agreb's solution](#)

478.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-10 · last AC: 2017-09-10 · GNU C++ (first AC) · Tags: dfs and similar, math

[Agreb's solution](#)

479.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: geometry, math

[Agreb's solution](#)

480.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

481.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Agreb's solution](#)

482.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Agreb's solution](#)

483.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Agreb's solution](#)

484.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Agreb's solution](#)

485.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Agreb's solution](#)

486.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Agreb's solution](#)

487.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Agreb's solution](#)

488.

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

[Agreb's solution](#)

489.

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

[Agreb's solution](#)

490.

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

[Agreb's solution](#)

491.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Agreb's solution](#)

492.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

493.

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

[Agreb's solution](#)

494.

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

[Agreb's solution](#)

495.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Agreb's solution](#)

496.

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

[Agreb's solution](#)

497.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

498.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Agreb's solution](#)

499.

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

[Agreb's solution](#)

500.

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

[Agreb's solution](#)

501.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Agreb's solution](#)

502.

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

[Agreb's solution](#)

503.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Agreb's solution](#)

504.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

505.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

506.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Agreb's solution](#)

507.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Agreb's solution](#)

508.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

509.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Agreb's solution](#)

510.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Agreb's solution](#)

511.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Agreb's solution](#)

512.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math,

number theory

[Agreb's solution](#)

513.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Agreb's solution](#)

514.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

515.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Agreb's solution](#)

516.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

517.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Agreb's solution](#)

518.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Agreb's solution](#)

519.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

520.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Agreb's solution](#)

521.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Agreb's solution](#)

522.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Agreb's solution](#)

523.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Agreb's solution](#)

524.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Agreb's solution](#)

525.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[Agreb's solution](#)

526.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,879 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Agreb's solution](#)

527.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

528.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

529.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: binary search, sortings

[Agreb's solution](#)

530.

100950C

[A5D10D\\$1 D4AC^>C\\$8C•](#)

Rating: 1500 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

531.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Agreb's solution](#)

532.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Agreb's solution](#)

533.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[Agreb's solution](#)

534.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Agreb's solution](#)

535.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Agreb's solution](#)

536.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Agreb's solution](#)

537.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Agreb's solution](#)

538.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Agreb's solution](#)

539.

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

[Agreb's solution](#)

540.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[Agreb's solution](#)

541.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Agreb's solution](#)

542.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

543.

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
[Agreb's solution](#)

544.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Agreb's solution](#)

545.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Agreb's solution](#)

546.

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
[Agreb's solution](#)

547.

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
[Agreb's solution](#)

548.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Agreb's solution](#)

549.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Agreb's solution](#)

550.

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
[Agreb's solution](#)

551.

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
[Agreb's solution](#)

552.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[Agreb's solution](#)

553.

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
[Agreb's solution](#)

554.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Agreb's solution](#)

555.

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

[Agreb's solution](#)

556.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Agreb's solution](#)

557.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Agreb's solution](#)

558.

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

[Agreb's solution](#)

559.

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

[Agreb's solution](#)

560.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Agreb's solution](#)

561.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Agreb's solution](#)

562.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Agreb's solution](#)

563.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Agreb's solution](#)

564.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

565.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Agreb's solution](#)

566.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Agreb's solution](#)

567.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Agreb's solution](#)

568.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Agreb's solution](#)

569.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Agreb's solution](#)

570.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Agreb's solution](#)

571.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

572.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Agreb's solution](#)

573.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Agreb's solution](#)

574.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

575.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

576.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Agreb's solution](#)

577.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Agreb's solution](#)

578.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Agreb's solution](#)

579.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Agreb's solution](#)

580.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Agreb's solution](#)

581.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

582.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-11 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

583.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Agreb's solution](#)

584.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: brute force, geometry

[Agreb's solution](#)

585.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

586.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: brute force, dp, strings, two pointers

[Agreb's solution](#)

587.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Agreb's solution](#)

588.

100950D

[AD500D@C 3CÄ5CÔBC FC,,O C00CÄOD\\$8](#)

Rating: 1600 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

589.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[Agreb's solution](#)

590.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

591.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Agreb's solution](#)

592.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Agreb's solution](#)

593.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Agreb's solution](#)

594.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Agreb's solution](#)

595.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Agreb's solution](#)

596.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Agreb's solution](#)

597.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Agreb's solution](#)

598.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Agreb's solution](#)

599.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Agreb's solution](#)

600.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Agreb's solution](#)

601.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Agreb's solution](#)

602.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Agreb's solution](#)

603.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Agreb's solution](#)

604.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Agreb's solution](#)

605.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, math
[Agreb's solution](#)

606.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Agreb's solution](#)

607.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Agreb's solution](#)

608.

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

[Agreb's solution](#)

609.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Agreb's solution](#)

610.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Agreb's solution](#)

611.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Agreb's solution](#)

612.

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

[Agreb's solution](#)

613.

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

[Agreb's solution](#)

614.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Agreb's solution](#)

615.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math,

number theory

[Agreb's solution](#)

616.

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

[Agreb's solution](#)

617.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Agreb's solution](#)

618.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Agreb's solution](#)

619.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Agreb's solution](#)

620.

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

[Agreb's solution](#)

621.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Agreb's solution](#)

622.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Agreb's solution](#)

623.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Agreb's solution](#)

624.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Agreb's solution](#)

625.

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

[Agreb's solution](#)

626.

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

[Agreb's solution](#)

627.

1629D

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

Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Agreb's solution](#)

628.

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

[Agreb's solution](#)

629.

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

[Agreb's solution](#)

630.

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

[Agreb's solution](#)

631.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Agreb's solution](#)

632.

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

[Agreb's solution](#)

633.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Agreb's solution](#)

634.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

635.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Agreb's solution](#)

636.

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

[Agreb's solution](#)

637.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

638.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Agreb's solution](#)

639.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Agreb's solution](#)

640.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Agreb's solution](#)

641.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Agreb's solution](#)

642.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

643.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Agreb's solution](#)

644.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Agreb's solution](#)

645.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Agreb's solution](#)

646.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Agreb's solution](#)

647.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Agreb's solution](#)

648.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Agreb's solution](#)

649.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Agreb's solution](#)

650.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Agreb's solution](#)

651.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Agreb's solution](#)

652.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Agreb's solution](#)

653.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

654.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Agreb's solution](#)

655.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Agreb's solution](#)

656.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[Agreb's solution](#)

657.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Agreb's solution](#)

658.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: math

[Agreb's solution](#)

659.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[Agreb's solution](#)

660.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-07 · last AC: 2017-12-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[Agreb's solution](#)

661.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Agreb's solution](#)

662.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Agreb's solution](#)

663.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: binary search, math

[Agreb's solution](#)

664.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-22 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Agreb's solution](#)

665.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Agreb's solution](#)

666.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: binary search, strings

[Agreb's solution](#)

667.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Agreb's solution](#)

668.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Agreb's solution](#)

669.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Agreb's solution](#)

670.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Agreb's solution](#)

671.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Agreb's solution](#)

672.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Agreb's solution](#)

673.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Agreb's solution](#)

674.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Agreb's solution](#)

675.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Agreb's solution](#)

676.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, math, number theory

[Agreb's solution](#)

677.

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

[Agreb's solution](#)

678.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Agreb's solution](#)

679.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Agreb's solution](#)

680.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Agreb's solution](#)

681.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Agreb's solution](#)

682.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Agreb's solution](#)

683.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Agreb's solution](#)

684.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Agreb's solution](#)

685.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Agreb's solution](#)

686.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Agreb's solution](#)

687.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Agreb's solution](#)

688.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Agreb's solution](#)

689.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Agreb's solution](#)

690.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Agreb's solution](#)

691.

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

[Agreb's solution](#)

692.

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

[Agreb's solution](#)

693.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Agreb's solution](#)

694.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Agreb's solution](#)

695.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Agreb's solution](#)

696.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Agreb's solution](#)

697.

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

[Agreb's solution](#)

698.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Agreb's solution](#)

699.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Agreb's solution](#)

700.

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

[Agreb's solution](#)

701.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Agreb's solution](#)

702.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Agreb's solution](#)

703.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Agreb's solution](#)

704.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Agreb's solution](#)

705.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Agreb's solution](#)

706.

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

[Agreb's solution](#)

707.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Agreb's solution](#)

708.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Agreb's solution](#)

709.

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

[Agreb's solution](#)

710.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Agreb's solution](#)

711.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Agreb's solution](#)

712.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Agreb's solution](#)

713.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Agreb's solution](#)

714.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Agreb's solution](#)

715.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Agreb's solution](#)

716.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Agreb's solution](#)

717.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Agreb's solution](#)

718.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Agreb's solution](#)

719.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Agreb's solution](#)

720.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Agreb's solution](#)

721.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Agreb's solution](#)

722.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

723.

1058D

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

Rating: 1800 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Agreb's solution](#)

724.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Agreb's solution](#)

725.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-28 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Agreb's solution](#)

726.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

727.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Agreb's solution](#)

728.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[Agreb's solution](#)

729.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-11 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Agreb's solution](#)

730.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-07 · last AC: 2017-10-07 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

731.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-07 · GNU C++ (first AC) · Tags: greedy

[Agreb's solution](#)

732.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-09 · GNU C++ (first AC) · Tags: brute force, math

[Agreb's solution](#)

733.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: binary search, math

[Agreb's solution](#)

734.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings

[Agreb's solution](#)

735.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Agreb's solution](#)

736.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Agreb's solution](#)

737.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Agreb's solution](#)

738.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Agreb's solution](#)

739.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Agreb's solution](#)

740.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Agreb's solution](#)

741.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Agreb's solution](#)

742.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Agreb's solution](#)

743.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Agreb's solution](#)

744.

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

[Agreb's solution](#)

745.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Agreb's solution](#)

746.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Agreb's solution](#)

747.

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

[Agreb's solution](#)

748.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Agreb's solution](#)

749.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Agreb's solution](#)

750.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Agreb's solution](#)

751.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Agreb's solution](#)

752.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

753.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Agreb's solution](#)

754.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

755.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Agreb's solution](#)

756.

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

[Agreb's solution](#)

757.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Agreb's solution](#)

758.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Agreb's solution](#)

759.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Agreb's solution](#)

760.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Agreb's solution](#)

761.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Agreb's solution](#)

762.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Agreb's solution](#)

763.

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

[Agreb's solution](#)

764.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Agreb's solution](#)

765.

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

[Agreb's solution](#)

766.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Agreb's solution](#)

767.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Agreb's solution](#)

768.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Agreb's solution](#)

769.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Agreb's solution](#)

770.

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

[Agreb's solution](#)

771.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Agreb's solution](#)

772.

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

[Agreb's solution](#)

773.

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

[Agreb's solution](#)

774.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Agreb's solution](#)

775.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Agreb's solution](#)

776.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Agreb's solution](#)

777.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Agreb's solution](#)

778.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Agreb's solution](#)

779.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Agreb's solution](#)

780.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Agreb's solution](#)

781.

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

[Agreb's solution](#)

782.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Agreb's solution](#)

783.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Agreb's solution](#)

784.

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

[Agreb's solution](#)

785.

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

[Agreb's solution](#)

786.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Agreb's solution](#)

787.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Agreb's solution](#)

788.

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

[Agreb's solution](#)

789.

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

[Agreb's solution](#)

790.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Agreb's solution](#)

791.

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

[Agreb's solution](#)

792.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Agreb's solution](#)

793.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Agreb's solution](#)

794.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Agreb's solution](#)

795.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Agreb's solution](#)

796.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Agreb's solution](#)

797.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Agreb's solution](#)

798.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Agreb's solution](#)

799.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

800.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Agreb's solution](#)

801.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Agreb's solution](#)

802.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Agreb's solution](#)

803.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Agreb's solution](#)

804.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Agreb's solution](#)

805.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

806.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Agreb's solution](#)

807.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Agreb's solution](#)

808.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Agreb's solution](#)

809.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

810.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: data structures, number theory

[Agreb's solution](#)

811.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

812.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Agreb's solution](#)

813.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Agreb's solution](#)

814.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Agreb's solution](#)

815.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Agreb's solution](#)

816.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Agreb's solution](#)

817.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Agreb's solution](#)

818.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Agreb's solution](#)

819.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Agreb's solution](#)

820.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Agreb's solution](#)

821.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

822.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Agreb's solution](#)

823.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Agreb's solution](#)

824.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Agreb's solution](#)

825.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Agreb's solution](#)

826.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Agreb's solution](#)

827.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Agreb's solution](#)

828.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Agreb's solution](#)

829.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Agreb's solution](#)

830.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Agreb's solution](#)

831.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Agreb's solution](#)

832.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Agreb's solution](#)

833.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Agreb's solution](#)

834.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Agreb's solution](#)

835.

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

[Agreb's solution](#)

836.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Agreb's solution](#)

837.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Agreb's solution](#)

838.

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

[Agreb's solution](#)

839.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Agreb's solution](#)

840.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Agreb's solution](#)

841.

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

[Agreb's solution](#)

842.

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

[Agreb's solution](#)

843.

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

[Agreb's solution](#)

844.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Agreb's solution](#)

845.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Agreb's solution](#)

846.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Agreb's solution](#)

847.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Agreb's solution](#)

848.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Agreb's solution](#)

849.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Agreb's solution](#)

850.

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

[Agreb's solution](#)

851.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Agreb's solution](#)

852.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Agreb's solution](#)

853.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Agreb's solution](#)

854.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Agreb's solution](#)

855.

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

[Agreb's solution](#)

856.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Agreb's solution](#)

857.

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

[Agreb's solution](#)

858.

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

[Agreb's solution](#)

859.

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

[Agreb's solution](#)

860.

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

[Agreb's solution](#)

861.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Agreb's solution](#)

862.

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

[Agreb's solution](#)

863.

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

[Agreb's solution](#)

864.

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

[Agreb's solution](#)

865.

1588B

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

Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Agreb's solution](#)

866.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Agreb's solution](#)

867.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Agreb's solution](#)

868.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

869.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Agreb's solution](#)

870.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Agreb's solution](#)

871.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Agreb's solution](#)

872.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Agreb's solution](#)

873.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Agreb's solution](#)

874.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Agreb's solution](#)

875.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Agreb's solution](#)

876.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Agreb's solution](#)

877.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

878.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Agreb's solution](#)

879.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

880.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

881.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Agreb's solution](#)

882.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Agreb's solution](#)

883.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Agreb's solution](#)

884.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Agreb's solution](#)

885.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Agreb's solution](#)

886.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

887.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Agreb's solution](#)

888.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[Agreb's solution](#)

889.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-09 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Agreb's solution](#)

890.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Agreb's solution](#)

891.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Agreb's solution](#)

892.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-07 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Agreb's solution](#)

893.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-28 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Agreb's solution](#)

894.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Agreb's solution](#)

895.

872D

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: brute force, implementation, interactive

[Agreb's solution](#)

896.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: brute force, interactive, probabilities

[Agreb's solution](#)

897.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: dp, sortings

[Agreb's solution](#)

898.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: binary search, divide and conquer, interactive
[Agreb's solution](#)

899.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: binary search, data structures
[Agreb's solution](#)

900.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-08-31 · GNU C++ (first AC) · Tags: brute force, interactive, probabilities
[Agreb's solution](#)

901.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[Agreb's solution](#)

902.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Agreb's solution](#)

903.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Agreb's solution](#)

904.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[Agreb's solution](#)

905.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[Agreb's solution](#)

906.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
[Agreb's solution](#)

907.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings
[Agreb's solution](#)

908.

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

[Agreb's solution](#)

909.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Agreb's solution](#)

910.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Agreb's solution](#)

911.

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

[Agreb's solution](#)

912.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Agreb's solution](#)

913.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Agreb's solution](#)

914.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

915.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

916.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Agreb's solution](#)

917.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Agreb's solution](#)

918.

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

[Agreb's solution](#)

919.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Agreb's solution](#)

920.

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

[Agreb's solution](#)

921.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Agreb's solution](#)

922.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Agreb's solution](#)

923.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Agreb's solution](#)

924.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Agreb's solution](#)

925.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Agreb's solution](#)

926.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Agreb's solution](#)

927.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Agreb's solution](#)

928.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Agreb's solution](#)

929.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Agreb's solution](#)

930.

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

[Agreb's solution](#)

931.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Agreb's solution](#)

932.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Agreb's solution](#)

933.

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[Agreb's solution](#)

934.

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

[Agreb's solution](#)

935.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[Agreb's solution](#)

936.

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

[Agreb's solution](#)

937.

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

[Agreb's solution](#)

938.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Agreb's solution](#)

939.

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

[Agreb's solution](#)

940.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Agreb's solution](#)

941.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Agreb's solution](#)

942.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Agreb's solution](#)

943.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Agreb's solution](#)

944.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Agreb's solution](#)

945.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

946.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Agreb's solution](#)

947.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Agreb's solution](#)

948.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[Agreb's solution](#)

949.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings
[Agreb's solution](#)

950.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[Agreb's solution](#)

951.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[Agreb's solution](#)

952.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Agreb's solution](#)

953.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[Agreb's solution](#)

954.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Agreb's solution](#)

955.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[Agreb's solution](#)

956.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Agreb's solution](#)

957.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Agreb's solution](#)

958.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Agreb's solution](#)

959.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Agreb's solution](#)

960.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Agreb's solution](#)

961.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Agreb's solution](#)

962.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Agreb's solution](#)

963.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, games, graphs

[Agreb's solution](#)

964.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-12-10 · GNU C++ (first AC) · Tags: combinatorics, math, strings

[Agreb's solution](#)

965.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Agreb's solution](#)

966.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: binary search, implementation, math

[Agreb's solution](#)

967.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: dp, math

[Agreb's solution](#)

968.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Agreb's solution](#)

969.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Agreb's solution](#)

970.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Agreb's solution](#)

971.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Agreb's solution](#)

972.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Agreb's solution](#)

973.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Agreb's solution](#)

974.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Agreb's solution](#)

975.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Agreb's solution](#)

976.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Agreb's solution](#)

977.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · last AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Agreb's solution](#)

978.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Agreb's solution](#)

979.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Agreb's solution](#)

980.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Agreb's solution](#)

981.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Agreb's solution](#)

982.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Agreb's solution](#)

983.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Agreb's solution](#)

984.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

985.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Agreb's solution](#)

986.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Agreb's solution](#)

987.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Agreb's solution](#)

988.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Agreb's solution](#)

989.

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

[Agreb's solution](#)

990.

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

[Agreb's solution](#)

991.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Agreb's solution](#)

992.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Agreb's solution](#)

993.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[Agreb's solution](#)

994.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Agreb's solution](#)

995.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Agreb's solution](#)

996.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Agreb's solution](#)

997.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Agreb's solution](#)

998.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

999.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Agreb's solution](#)

1000.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Agreb's solution](#)

1001.

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

[Agreb's solution](#)

1002.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Agreb's solution](#)

1003.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Agreb's solution](#)

1004.

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

[Agreb's solution](#)

1005.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Agreb's solution](#)

1006.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Agreb's solution](#)

1007.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Agreb's solution](#)

1008.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Agreb's solution](#)

1009.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Agreb's solution](#)

1010.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Agreb's solution](#)

1011.

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

[Agreb's solution](#)

1012.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1013.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Agreb's solution](#)

1014.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Agreb's solution](#)

1015.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Agreb's solution](#)

1016.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Agreb's solution](#)

1017.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Agreb's solution](#)

1018.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Agreb's solution](#)

1019.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1020.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Agreb's solution](#)

1021.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Agreb's solution](#)

1022.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Agreb's solution](#)

1023.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Agreb's solution](#)

1024.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Agreb's solution](#)

1025.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1026.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Agreb's solution](#)

1027.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Agreb's solution](#)

1028.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Agreb's solution](#)

1029.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Agreb's solution](#)

1030.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Agreb's solution](#)

1031.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Agreb's solution](#)

1032.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Agreb's solution](#)

1033.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Agreb's solution](#)

1034.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Agreb's solution](#)

1035.

1047D

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

Rating: 2200 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Agreb's solution](#)

1036.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, strings

[Agreb's solution](#)

1037.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[Agreb's solution](#)

1038.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Agreb's solution](#)

1039.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Agreb's solution](#)

1040.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Agreb's solution](#)

1041.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Agreb's solution](#)

1042.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Agreb's solution](#)

1043.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Agreb's solution](#)

1044.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Agreb's solution](#)

1045.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Agreb's solution](#)

1046.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Agreb's solution](#)

1047.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Agreb's solution](#)

1048.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Agreb's solution](#)

1049.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Agreb's solution](#)

1050.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Agreb's solution](#)

1051.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Agreb's solution](#)

1052.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Agreb's solution](#)

1053.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Agreb's solution](#)

1054.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Agreb's solution](#)

1055.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

1056.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1057.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Agreb's solution](#)

1058.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Agreb's solution](#)

1059.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Agreb's solution](#)

1060.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Agreb's solution](#)

1061.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Agreb's solution](#)

1062.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1063.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Agreb's solution](#)

1064.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Agreb's solution](#)

1065.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Agreb's solution](#)

1066.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Agreb's solution](#)

1067.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Agreb's solution](#)

1068.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Agreb's solution](#)

1069.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Agreb's solution](#)

1070.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Agreb's solution](#)

1071.

1706E

[Opwoeirut 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

[Agreb's solution](#)

1072.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Agreb's solution](#)

1073.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Agreb's solution](#)

1074.

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

[Agreb's solution](#)

1075.

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

[Agreb's solution](#)

1076.

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

[Agreb's solution](#)

1077.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Agreb's solution](#)

1078.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Agreb's solution](#)

1079.

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

[Agreb's solution](#)

1080.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Agreb's solution](#)

1081.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Agreb's solution](#)

1082.

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

[Agreb's solution](#)

1083.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[Agreb's solution](#)

1084.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Agreb's solution](#)

1085.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Agreb's solution](#)

1086.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Agreb's solution](#)

1087.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest

paths

[Agreb's solution](#)

1088.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Agreb's solution](#)

1089.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Agreb's solution](#)

1090.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[Agreb's solution](#)

1091.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[Agreb's solution](#)

1092.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Agreb's solution](#)

1093.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Agreb's solution](#)

1094.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Agreb's solution](#)

1095.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[Agreb's solution](#)

1096.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[Agreb's solution](#)

1097.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Agreb's solution](#)

1098.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Agreb's solution](#)

1099.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[Agreb's solution](#)

1100.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: math, number theory

[Agreb's solution](#)

1101.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[Agreb's solution](#)

1102.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: graphs

[Agreb's solution](#)

1103.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Agreb's solution](#)

1104.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Agreb's solution](#)

1105.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Agreb's solution](#)

1106.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Agreb's solution](#)

1107.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Agreb's solution](#)

1108.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Agreb's solution](#)

1109.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1110.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Agreb's solution](#)

1111.

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

[Agreb's solution](#)

1112.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Agreb's solution](#)

1113.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Agreb's solution](#)

1114.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Agreb's solution](#)

1115.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Agreb's solution](#)

1116.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Agreb's solution](#)

1117.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1118.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1119.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Agreb's solution](#)

1120.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1121.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Agreb's solution](#)

1122.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Agreb's solution](#)

1123.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Agreb's solution](#)

1124.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Agreb's solution](#)

1125.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Agreb's solution](#)

1126.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Agreb's solution](#)

1127.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Agreb's solution](#)

1128.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Agreb's solution](#)

1129.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Agreb's solution](#)

1130.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Agreb's solution](#)

1131.

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

[Agreb's solution](#)

1132.

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

[Agreb's solution](#)

1133.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Agreb's solution](#)

1134.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Agreb's solution](#)

1135.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Agreb's solution](#)

1136.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Agreb's solution](#)

1137.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Agreb's solution](#)

1138.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Agreb's solution](#)

1139.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Agreb's solution](#)

1140.

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

[Agreb's solution](#)

1141.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Agreb's solution](#)

1142.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Agreb's solution](#)

1143.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Agreb's solution](#)

1144.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Agreb's solution](#)

1145.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Agreb's solution](#)

1146.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Agreb's solution](#)

1147.

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

[Agreb's solution](#)

1148.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Agreb's solution](#)

1149.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Agreb's solution](#)

1150.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[Agreb's solution](#)

1151.

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

[Agreb's solution](#)

1152.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Agreb's solution](#)

1153.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Agreb's solution](#)

1154.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Agreb's solution](#)

1155.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Agreb's solution](#)

1156.

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

[Agreb's solution](#)

1157.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Agreb's solution](#)

1158.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
[Agreb's solution](#)

1159.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[Agreb's solution](#)

1160.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[Agreb's solution](#)

1161.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[Agreb's solution](#)

1162.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[Agreb's solution](#)

1163.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[Agreb's solution](#)

1164.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[Agreb's solution](#)

1165.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[Agreb's solution](#)

1166.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[Agreb's solution](#)

1167.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[Agreb's solution](#)

1168.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Agreb's solution](#)

1169.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Agreb's solution](#)

1170.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Agreb's solution](#)

1171.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Agreb's solution](#)

1172.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Agreb's solution](#)

1173.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[Agreb's solution](#)

1174.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Agreb's solution](#)

1175.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

1176.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Agreb's solution](#)

1177.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Agreb's solution](#)

1178.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1179.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2017-12-08 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1180.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: data structures, hashing

[Agreb's solution](#)

1181.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Agreb's solution](#)

1182.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Agreb's solution](#)

1183.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Agreb's solution](#)

1184.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Agreb's solution](#)

1185.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Agreb's solution](#)

1186.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Agreb's solution](#)

1187.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Agreb's solution](#)

1188.

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

[Agreb's solution](#)

1189.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Agreb's solution](#)

1190.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Agreb's solution](#)

1191.

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

[Agreb's solution](#)

1192.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Agreb's solution](#)

1193.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1194.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Agreb's solution](#)

1195.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

1196.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Agreb's solution](#)

1197.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Agreb's solution](#)

1198.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Agreb's solution](#)

1199.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Agreb's solution](#)

1200.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Agreb's solution](#)

1201.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Agreb's solution](#)

1202.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Agreb's solution](#)

1203.

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

[Agreb's solution](#)

1204.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Agreb's solution](#)

1205.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Agreb's solution](#)

1206.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Agreb's solution](#)

1207.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Agreb's solution](#)

1208.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Agreb's solution](#)**1209.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Agreb's solution](#)**1210.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Agreb's solution](#)**1211.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Agreb's solution](#)**1212.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Agreb's solution](#)**1213.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Agreb's solution](#)**1214.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Agreb's solution](#)**1215.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Agreb's solution](#)**1216.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Agreb's solution](#)**1217.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Agreb's solution](#)

1218.

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

[Agreb's solution](#)

1219.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Agreb's solution](#)

1220.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Agreb's solution](#)

1221.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Agreb's solution](#)

1222.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Agreb's solution](#)

1223.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Agreb's solution](#)

1224.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Agreb's solution](#)

1225.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Agreb's solution](#)

1226.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Agreb's solution](#)

1227.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Agreb's solution](#)

1228.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Agreb's solution](#)

1229.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Agreb's solution](#)

1230.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Agreb's solution](#)

1231.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Agreb's solution](#)

1232.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Agreb's solution](#)

1233.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Agreb's solution](#)

1234.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Agreb's solution](#)

1235.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Agreb's solution](#)

1236.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Agreb's solution](#)

1237.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Agreb's solution](#)

1238.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Agreb's solution](#)

1239.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Agreb's solution](#)

1240.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Agreb's solution](#)

1241.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Agreb's solution](#)

1242.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Agreb's solution](#)

1243.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[Agreb's solution](#)

1244.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Agreb's solution](#)

1245.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Agreb's solution](#)

1246.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Agreb's solution](#)

1247.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Agreb's solution](#)

1248.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Agreb's solution](#)

1249.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Agreb's solution](#)

1250.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Agreb's solution](#)

1251.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Agreb's solution](#)

1252.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Agreb's solution](#)

1253.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Agreb's solution](#)

1254.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Agreb's solution](#)

1255.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Agreb's solution](#)

1256.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, implementation, math

[Agreb's solution](#)

1257.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Agreb's solution](#)

1258.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Agreb's solution](#)

1259.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Agreb's solution](#)

1260.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Agreb's solution](#)

1261.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Agreb's solution](#)

1262.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Agreb's solution](#)

1263.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Agreb's solution](#)

1264.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Agreb's solution](#)

1265.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Agreb's solution](#)

1266.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games
[Agreb's solution](#)

1267.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[Agreb's solution](#)

1268.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Agreb's solution](#)

1269.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Agreb's solution](#)

1270.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Agreb's solution](#)

1271.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths
[Agreb's solution](#)

1272.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Agreb's solution](#)

1273.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[Agreb's solution](#)

1274.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[Agreb's solution](#)

1275.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[Agreb's solution](#)

1276.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Agreb's solution](#)

1277.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Agreb's solution](#)

1278.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Agreb's solution](#)

1279.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[Agreb's solution](#)

1280.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Agreb's solution](#)

1281.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Agreb's solution](#)

1282.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Agreb's solution](#)

1283.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Agreb's solution](#)

1284.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Agreb's solution](#)

1285.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Agreb's solution](#)

1286.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Agreb's solution](#)

1287.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Agreb's solution](#)

1288.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Agreb's solution](#)

1289.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

1290.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Agreb's solution](#)

1291.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Agreb's solution](#)

1292.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Agreb's solution](#)

1293.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Agreb's solution](#)

1294.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Agreb's solution](#)

1295.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Agreb's solution](#)

1296.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Agreb's solution](#)

1297.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Agreb's solution](#)

1298.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Agreb's solution](#)

1299.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Agreb's solution](#)

1300.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Agreb's solution](#)

1301.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Agreb's solution](#)

1302.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Agreb's solution](#)

1303.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Agreb's solution](#)

1304.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Agreb's solution](#)

1305.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest

paths, trees

[Agreb's solution](#)

1306.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Agreb's solution](#)

1307.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Agreb's solution](#)

1308.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Agreb's solution](#)

1309.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Agreb's solution](#)

1310.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Agreb's solution](#)

1311.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Agreb's solution](#)

1312.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1313.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Agreb's solution](#)

1314.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Agreb's solution](#)

1315.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Agreb's solution](#)

1316.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Agreb's solution](#)

1317.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: data structures, number theory

[Agreb's solution](#)

1318.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Agreb's solution](#)

1319.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Agreb's solution](#)

1320.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Agreb's solution](#)

1321.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Agreb's solution](#)

1322.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1323.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[Agreb's solution](#)

1324.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Agreb's solution](#)

1325.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation, math

[Agreb's solution](#)

1326.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Agreb's solution](#)

1327.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Agreb's solution](#)

1328.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Agreb's solution](#)

1329.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Agreb's solution](#)

1330.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Agreb's solution](#)

1331.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Agreb's solution](#)

1332.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Agreb's solution](#)

1333.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[Agreb's solution](#)

1334.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Agreb's solution](#)

1335.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[Agreb's solution](#)

1336.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

1337.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Agreb's solution](#)

1338.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Agreb's solution](#)

1339.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Agreb's solution](#)

1340.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Agreb's solution](#)

1341.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Agreb's solution](#)

1342.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Agreb's solution](#)

1343.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Agreb's solution](#)

1344.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Agreb's solution](#)

1345.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Agreb's solution](#)

1346.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Agreb's solution](#)

1347.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

1348.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Agreb's solution](#)

1349.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Agreb's solution](#)

1350.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Agreb's solution](#)

1351.

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Agreb's solution](#)

1352.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Agreb's solution](#)

1353.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Agreb's solution](#)

1354.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Agreb's solution](#)

1355.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Agreb's solution](#)

1356.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Agreb's solution](#)

1357.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Agreb's solution](#)

1358.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Agreb's solution](#)

1359.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Agreb's solution](#)

1360.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Agreb's solution](#)

1361.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1362.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1363.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1364.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1365.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · PyPy 3-64 (first AC) · Tags: —

[Agreb's solution](#)

1366.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1367.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1368.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1369.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1370.

106189L

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

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1371.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1372.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1373.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1374.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1375.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1376.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1377.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1378.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1379.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1380.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1381.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1382.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1383.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1384.

106178B

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

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1385.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1386.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1387.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1388.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1389.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1390.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1391.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1392.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1393.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1394.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1395.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1396.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1397.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1398.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1399.

106054D

[Day of rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1400.

106054J

[Jaimito's blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1401.

106054M

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

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1402.

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1403.

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1404.

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1405.

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1406.

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1407.

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1408.

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1409.

106054G

[Going to the kiosk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1410.

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1411.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1412.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1413.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1414.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1415.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1416.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1417.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1418.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1419.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1420.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1421.

106073C

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

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1422.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1423.

106039I

[Bath](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1424.

106039E

[Complexity of Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1425.

106039B

[The Search for Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1426.

106039L

[Game of Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1427.

106039J

[The Messenger's Disguise](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1428.

106039D

[The Seals of Shanghai](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1429.

106039F

[Chinese Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1430.

106039G

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

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1431.

106039M

[Nomad](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1432.

106039K

[Cake Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1433.

106039H

[The Wisdom of Master Wei](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1434.

106039A

[Yuyuan Market](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1435.

105979E

[Esoteric Computer Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1436.

105979H

[Hathsin's piths](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1437.

105979G

[Grandmapocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Agreb's solution](#)

1438.

105979F

[Fixing logs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1439.

105979L

[Lemmings's Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1440.

105979J

[Justice for the Underdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1441.

105979D

[Discovering Graphlandia](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1442.

105979I

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

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1443.

105979K

[K. K. Slider's concert](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1444.

105979C

[Chicken Jockey](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1445.

105979A

[Arithmetica's problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1446.

105904H

[Hacker in the system](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1447.

105904M

[Machine for picking shells](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1448.

105904J

[Joining Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1449.

105904F

[Fleeing from the Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1450.

105904E

[Enhancing 25 de Março deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1451.

105904K

[Kickboxing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1452.

105904L

[Leaving books at their correct piles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1453.

105904N

[Number of Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1454.

105904D

[Dealing with São Paulo Hot Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1455.

105904C

[Cities in Sao Paulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1456.

105904G

[Guaranteeing SP](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1457.

105904B

[Bicycle in Ibirapuera](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1458.

105904A

[Amount of food for tigers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1459.

105925M

[Spooky Movement at a Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1460.

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1461.

105925I

[Inspecting the Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1462.

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1463.

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1464.

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1465.

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1466.

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1467.

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1468.

105900I

[Inventing Names](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1469.

105900G

[Graph of Love](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1470.

105900J

[Joining Xegos](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1471.

105900K

[Koga needs you](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1472.

105900L

[Lagrange's Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1473.

105900M

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1474.

105900N

[Na zdrowie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1475.

105900E

[Elementary Magical School of Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1476.

105900F

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1477.

105900D

[Delirium at Unballoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1478.

105900B

[Boundless Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1479.

105900A

[Ascending mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1480.

1058421

[A`5D1BC08Dd0 CD;D0 CDt0D BC08Cα>C" >C`8CÄ?C,,0CDK](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1481.

105813D

[Distributive Property](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1482.

105813L

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

Rating: — · first AC: 2025-04-13 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1483.

105813F

[Walkable Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1484.

105813E

[1D Super Checkers Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1485.

105813I

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1486.

105813M

[Subsequence MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1487.

105813J

[Another Expected Value Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1488.

105813N

[Ramen Packs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1489.

105813G

[K-Regular Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1490.

105813B

[Stone Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1491.

105813A

[Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1492.

105813C

[Maxwell's Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1493.

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1494.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1495.

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1496.

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1497.

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1498.

105790M

[Giant Worms](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1499.

105790F

[Frogs or Toads?](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1500.

105790E

[El Café](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1501.

105790H

[Higgs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1502.

105790B

[Bit Tennis 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1503.

105790L

[Lango Mocos](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1504.

105790K

[Kosmos](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1505.

105790D

[Course Deviation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1506.

105790C

[Song](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1507.

105790N

[Shield Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1508.

105790I

[Itwise Bor](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1509.

105790G

[Gargantua](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1510.

1057900

[Osmos V](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1511.

105790A

[Stellar Year](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1512.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1513.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1514.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1515.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1516.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1517.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1518.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1519.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1520.

105755H

[Heaps of Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1521.

105755D

[Drowsy Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1522.

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1523.

105755G

[Grids of Grids](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1524.

105755E

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

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1525.

105755C

[Count Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1526.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1527.

1036327

[BS00d5C'KC' 3D CCp](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1528.

1036325

[AÄ00ÄAC,,<C,,7C FC,,O C\\$KC,,3D KD,,0](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1529.

103631B

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1530.

103631C

[A,,E\\$5D 5D =D´5 C\\$KDT>CD=D´5](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1531.

103631A

[B40Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Agreb's solution](#)

1532.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1533.

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1534.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1535.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1536.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1537.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1538.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1539.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1540.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1541.

105537G

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

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1542.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1543.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1544.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1545.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1546.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1547.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1548.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1549.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1550.

105321C

[Discovering Ngipto](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1551.

105321I

[Innovations in Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1552.

105321H

[Electric Fence for Livestock](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1553.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1554.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1555.

105321E

[Final Showdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1556.

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1557.

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1558.

105321J

[Never Add Up to X](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1559.

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1560.

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1561.

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1562.

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1563.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1564.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1565.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1566.

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1567.

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1568.

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1569.

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1570.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1571.

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1572.

105297F

[Carbon Neutral](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1573.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1574.

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1575.

105297G

[Teleporting through Kazakhstan](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1576.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1577.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1578.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1579.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1580.

105164I

[Inspecting Merge Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1581.

105164H

[Highest Score APPQ](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1582.

105164F

[Factory TikTak Trend](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1583.

105164L

[Lost Land of Numeralia](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1584.

105164K

[Knights In The Board](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1585.

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1586.

105164D

[Different Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1587.

105164B

[Bacterial Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1588.

105164J

[Journey To Stringland](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1589.

105164G

[Granitus Stone Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1590.

105164E

[Evaluating Linear Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1591.

105164C

[Chocolate Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1592.

105167E

[Erd 2Ôv-ç! urq-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1593.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1594.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1595.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1596.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1597.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1598.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1599.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1600.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1601.

105167C

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

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1602.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1603.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1604.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1605.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1606.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1607.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1608.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1609.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1610.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1611.

105201K

[kostka Loves Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1612.

105201L

[Little Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1613.

105201D

[Deaga Loves Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1614.

105201F

[Further Exotic Algorithm \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1615.

105201G

[Gifting Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1616.

105201H

[House Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1617.

105201C

[Colorful Date](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1618.

105201I

[Intergalactic Conference](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1619.

105201J

[Juiceless Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1620.

105201E

[Exotic Algorithm \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1621.

105201B

[Big Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1622.

105201M

[Inversion Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1623.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1624.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1625.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1626.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1627.

105053H

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

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1628.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1629.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1630.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Agreb's solution](#)

1631.

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1632.

104777K

[Financial Discipline](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1633.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1634.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1635.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1636.

104777J

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

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1637.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1638.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1639.

104777I

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

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1640.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1641.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1642.

105012C

[Crazy Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1643.

105012E

[Ezra and Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1644.

105012A

[An X-Camp Transformer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1645.

105012G

[GCD Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1646.

105012J

[Jovial Jaunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1647.

105012K

[Kickball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1648.

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1649.

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1650.

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1651.

105012I

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

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1652.

105012H

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

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1653.

102302G

[Left Stack Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1654.

102302K

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1655.

102302E

[Chi's performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1656.

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1657.

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1658.

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1659.

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1660.

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1661.

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1662.

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1663.

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1664.

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1665.

104990E

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

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1666.

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1667.

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1668.

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1669.

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1670.

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1671.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1672.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1673.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1674.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1675.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1676.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1677.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1678.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1679.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1680.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1681.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1682.

104854H

[Homogeneous Mixings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1683.

104854K

[Enough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1684.

104854B

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

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1685.

104854E

[Elimination Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1686.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1687.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1688.

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1689.

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1690.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1691.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1692.

101879K

[Portuguese Pastimes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1693.

101879F

[Optimizing Transportation in Portugal](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1694.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1695.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1696.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1697.

101879D

[Maximizing Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1698.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1699.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1700.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1701.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1702.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1703.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1704.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1705.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1706.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1707.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1708.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1709.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1710.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1711.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1712.

103934L

[Cris's vacations in Cairo](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1713.

103934B

[Tuk-Tuk Express](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1714.

103934D

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1715.

103934J

[Apep, the Lord of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1716.

103934E

[Fig trees of Hatshepsut](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1717.

103934K

[Railways](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1718.

103934C

[Book of the Dead's spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1719.

103934I

[Offering to god Ra](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1720.

103934G

[Mmoohhaammeedd](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1721.

103934F

[Indiana Jiang and the sphinx riddle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1722.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1723.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1724.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1725.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1726.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1727.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1728.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1729.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1730.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1731.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1732.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1733.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1734.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1735.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1736.

102966I

[Integers Rectangle Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1737.

102966N

[Newest Jaime's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1738.

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1739.

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1740.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1741.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1742.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1743.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1744.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1745.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1746.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1747.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1748.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1749.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1750.

104874D

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

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1751.

104872C

[Driving License Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1752.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1753.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1754.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1755.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1756.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1757.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1758.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1759.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1760.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1761.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1762.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1763.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1764.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1765.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1766.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1767.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1768.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1769.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1770.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1771.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1772.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1773.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1774.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1775.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1776.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1777.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1778.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1779.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1780.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1781.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1782.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1783.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1784.

103708G

[Going to the Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1785.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1786.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1787.

103940I

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

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1788.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1789.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1790.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1791.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1792.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1793.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1794.

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1795.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1796.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1797.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1798.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1799.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1800.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1801.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1802.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1803.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1804.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1805.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1806.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1807.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1808.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1809.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1810.

104021N

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

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1811.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1812.

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1813.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1814.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1815.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1816.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1817.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1818.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1819.

104393D

[Destroying Asteriods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1820.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1821.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1822.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1823.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1824.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1825.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1826.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1827.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1828.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1829.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1830.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1831.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1832.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1833.

104114I

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

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1834.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1835.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1836.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1837.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1838.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1839.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1840.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1841.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1842.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1843.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1844.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1845.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1846.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1847.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1848.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1849.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1850.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1851.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1852.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1853.

104772D

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

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1854.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1855.

104757H

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

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

[Agreb's solution](#)

1856.

104757G

[Forest for the Trees](#) · [Tutorial](#)

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

[Agreb's solution](#)

1857.

104757B

[B Road Band](#) · [Tutorial](#)

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

[Agreb's solution](#)

1858.

104757K

[Split Decisions](#) · [Tutorial](#)

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

[Agreb's solution](#)

1859.

104757I

[ISBN Conversion](#) · [Tutorial](#)

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

[Agreb's solution](#)

1860.

104757D

[Cornhusker](#) · [Tutorial](#)

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

[Agreb's solution](#)

1861.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

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

[Agreb's solution](#)

1862.

104757F

[Double Up](#) · [Tutorial](#)

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

[Agreb's solution](#)

1863.

104757A

[A Pivotal Question](#) · [Tutorial](#)

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

[Agreb's solution](#)

1864.

101981D

[Country Meow](#) · [Tutorial](#)

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

[Agreb's solution](#)

1865.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1866.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1867.

104758H

[Highly Resilient Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1868.

104758G

[Gojo Satoru](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1869.

104758E

[Earning Profit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1870.

104758A

[Alaric Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1871.

104758I

[ICPC Masters](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1872.

104758D

[Determine Pool Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1873.

104758B

[Bionaccia's Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1874.

104758C

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

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1875.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1876.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1877.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1878.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1879.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1880.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1881.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1882.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1883.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1884.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1885.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1886.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1887.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1888.

104252K

[Kind Baker](#) · [Tutorial](#)

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

[Agreb's solution](#)

1889.

104252H

[Horse Race](#) · [Tutorial](#)

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

[Agreb's solution](#)

1890.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1891.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1892.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1893.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1894.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1895.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1896.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1897.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1898.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1899.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1900.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1901.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1902.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1903.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1904.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1905.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1906.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1907.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1908.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1909.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1910.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1911.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1912.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1913.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1914.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1915.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1916.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[Agreb's solution](#)

1917.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1918.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1919.

103185B

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

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1920.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1921.

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1922.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1923.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1924.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1925.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1926.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1927.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1928.

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1929.

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1930.

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1931.

104603M

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

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1932.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1933.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1934.

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1935.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1936.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1937.

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1938.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1939.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1940.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1941.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1942.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1943.

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1944.

104412C

[Choose Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1945.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1946.

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1947.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1948.

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1949.

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1950.

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1951.

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1952.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1953.

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1954.

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1955.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1956.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1957.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1958.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1959.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1960.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1961.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1962.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1963.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1964.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1965.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1966.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1967.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1968.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1969.

104518H

[Team Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1970.

104518D

[Skywars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1971.

104518I

[Username](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1972.

104518J

[The Final Reckoning](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1973.

104518F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1974.

104518G

[Beautiful Crown](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1975.

104518L

[Experiment F129](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1976.

104518C

[Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1977.

104518A

[Sum of Odds](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1978.

104518B

[Potato War 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1979.

104505L

[Tourist circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1980.

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1981.

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1982.

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1983.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1984.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1985.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1986.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1987.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1988.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1989.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1990.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1991.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1992.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1993.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1994.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1995.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1996.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1997.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

1998.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

1999.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2000.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

2001.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Agreb's solution](#)

2002.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2003.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2004.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2005.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2006.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2007.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2008.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2009.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2010.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2011.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2012.

1042916

[A=00&CT@CT=Dd8Dð](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2013.

1042902

[B\\$0C7r=Că5 Cð>D ;C =C,,5](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2014.

104149A

[Alohomora and Colloportus](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2015.

104149D

[Document Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2016.

104149B

[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2017.

104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2018.

104149F

[Forming Friendships](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2019.

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2020.

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2021.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2022.

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2023.

104149L

[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2024.

104149I

[Inconspicuous Identity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2025.

104147C

[Disney Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2026.

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2027.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2028.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2029.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2030.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2031.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2032.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2033.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2034.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2035.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2036.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2037.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2038.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2039.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2040.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2041.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2042.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2043.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2044.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2045.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2046.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2047.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2048.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · last AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2049.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2050.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2051.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2052.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2053.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2054.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2055.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2056.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2057.

103134F

[Confusing Morete](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2058.

103134E

[Learning new languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2059.

103134H

[The comedian Nathan](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2060.

103134A

[Kobus hates sweepstakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2061.

103134I

[Competitive Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2062.

103134C

[Harada and the lucky numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2063.

103134B

[Guidi wants to be stronger](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2064.

103134D

[Corona Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2065.

103134G

[The blut dot game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2066.

103134J

[Raphael singer](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2067.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2068.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2069.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2070.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2071.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2072.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2073.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2074.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2075.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2076.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2077.

104014I

[Piecewise Linear Functions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2078.

104014K

[Old Barabarian Rap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2079.

104014J

[My Grandfather](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2080.

104014B

[B 4C-TTC-0100](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2081.

104014H

[Match of the Millennium](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2082.

104014G

[B 0C10Dial@](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2083.

104014F

[B\\$CDi8D BD²À CD>D BCä?D 8CÄ5Dt0D\\$5C´LCÔ>D BC, 8 D\\$5C´5D :Cä?D°](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2084.

104014E

[A„AD\\$>D 8Dò 2CT@D 8C•](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2085.

104014D

[AÖ0 Dö;C=CTBCR C\\$>D 8C²ââà](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2086.

104014C

[A\\$5004Cä<C B](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2087.

104014A

[A >CöLiD „>C' CCD>C•](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2088.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2089.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2090.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2091.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2092.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2093.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2094.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2095.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2096.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2097.

103960D

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

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2098.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2099.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2100.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2101.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2102.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2103.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Agreb's solution](#)

2104.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2105.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2106.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2107.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2108.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2109.

103821I

[Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2110.

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2111.

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2112.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2113.

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2114.

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2115.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2116.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2117.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2118.

103821M

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

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2119.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2120.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2121.

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2122.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2123.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2124.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2125.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2126.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2127.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2128.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2129.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2130.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2131.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2132.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2133.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, math

[Agreb's solution](#)

2134.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Agreb's solution](#)

2135.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[Agreb's solution](#)

2136.

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

[Agreb's solution](#)

103451C

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451E

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451I

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Aqreb's solution

103451B

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451J

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451H

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451D

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

103451A

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

1020082

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

1020085

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

1020086

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aqreb's solution](#)

2148.

1020087

[A to Add](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2149.

1020089

[A to Add =C,,7C FC,,O C ô@Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2150.

1020088

[B to Add \\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2151.

1020084

[A to Add C ô>C\\$>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2152.

1020083

[A to Add ô=CD0](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2153.

10200810

[B to Add -D NCD0](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2154.

103411E

[Empires](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2155.

103411L

[AGTC Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2156.

103411J

[Juggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2157.

103411I

[Determine The Lap Length](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2158.

103411H

[A to Add =Cä7](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2159.

103411K

[Shark Attack](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2160.

103411G

[A=0DUBDÀ Dt8D ;C À CD2C 7C :C´8CÔ0CÔ8Dă](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2161.

103411F

[B 0040 GC \\$C,,1Că=C GDt8](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2162.

103411C

[ASA0000C JCT<C´ND”0Dò C ;C :D\\$8Dt5D :C O AÄ0C48D BD 0C´LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2163.

103411D

[ADUa0P C ;C,,=CD@Că<](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2164.

103411B

[A=5CBiaD" ACT9DD0](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2165.

103411A

[AD8DrBC =Dd8Că=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2166.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2167.

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2168.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2169.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2170.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2171.

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2172.

102348B

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

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2173.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2174.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2175.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: —

[Agreb's solution](#)

2176.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2177.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2178.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2179.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2180.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2181.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2182.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2183.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2184.

103351I

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

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2185.

103351D

[Set game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2186.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2187.

103351G

[Digit analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2188.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2189.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2190.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2191.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2192.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2193.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2194.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2195.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2196.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Agreb's solution](#)

2197.

1531D

[B 5CD0C#BOja@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Agreb's solution](#)

2198.

1531A

[At8CÔ3OT@hcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Agreb's solution](#)

2199.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Agreb's solution](#)

2200.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Agreb's solution](#)

2201.

1531C

[B 8CÔ3«CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Agreb's solution](#)

2202.

1531E1

[B »D«B«,,@Cä2C«0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Agreb's solution](#)

2203.

1531E3

[B >D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[Agreb's solution](#)

2204.

1531E2

[B >D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Agreb's solution](#)

2205.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2206.

102964I

[Krosh and one more problem with xors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2207.

102964D

[Krosh and series sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2208.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2209.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2210.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2211.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2212.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2213.

102777E

[A=OC'L O=OC' OD\\$>D -C'5C=BD >CÔ8C=0-2020](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2214.

102777I

[A=0C0BCT1CR BC :Cä5, A,,;Cä= AÄ0D :?](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2215.

102777J

[Bd20CTBCÔ0Dò 8C4@Cä2C O CD>D :C](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2216.

102777K

[B 20DAD\\$8 C¢ =D4;Dà](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2217.

102777H

[AÖ>D;0T4Cä2C BCT;DÄ=CäAD\\$ L A AC´0CÔ0](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2218.

102777G

[BS>C60D 8D' <C 9Cä@](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2219.

102777F

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2220.

102777B

[AÖ0C'8CÔ4D >CÂ Cä@Ct5](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2221.

102777D

[B5D8C ;D°](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2222.

102777C

[Bd20CTBCÔ0Dò 4CäAC=0](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2223.

102777A

[AÄ0C=AC,,<C ;DÄ=D´9 CD5C´8D\\$5C´L](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2224.

102791I

[String Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2225.

102791J

[Divide The String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2226.

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2227.

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2228.

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2229.

102791E

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

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2230.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2231.

102791C

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

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2232.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2233.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2234.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2235.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2236.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2237.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2238.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2239.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2240.

1024794

[Aä7Ct0xG08C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2241.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2242.

1020908

[B·00110,5C08CR =C ?C @D°](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2243.

1020906

[A,ED\\$D 2C ;DÄ=D´5 D\\$@CT=C,,@Cä2C=8](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2244.

1020907

[B0DraB0DraCT4C,,FC,,O](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2245.

1020863

[A 2D\\$=CÄ0D\\$8Ct0Dd8Dò AC=;C 4C](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2246.

101818F

[B5D0BCä@C =](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2247.

101788G

[B,8DD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2248.

101788B

[A=8D\\$0C"AC=8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2249.

101784G

[AD>0Ä0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2250.

101784F

[AÔ8CÄiä](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2251.

101784D

[B 0C=0CÄ0D BCT@C](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2252.

101784B

[Bt5D\\$K0 5 D ?C,,GC=8](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2253.

101764B

[A 0CÔ4D,,0DDBCÔKC' 4C,,7C 9CĐ](#)

Rating: — · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2254.

101764C

[A4=00C](#)

Rating: — · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2255.

101764D

[A0>000D >C+ 4C'O A'CC,,4Cd8](#)

Rating: — · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2256.

101764E

[AÄ0D8Cä 8 C00D 0C';CT;DÄ=D'9 CÄ8D](#)

Rating: — · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2257.

100766C

[ASKD,8C\\$:C 6CT<DtCC4>CÄ](#)

Rating: — · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2258.

100716D

[Aô8Dri>Cd=D´5](#)

Rating: — · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Agreb's solution](#)

2259.

100716C

[ASKO>D K Cô@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: —

[Agreb's solution](#)

2260.

101627B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2261.

100266H

[Aô008CÔ4D >CÄ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2017-12-08 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2262.

100062E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-06 · last AC: 2017-10-06 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2263.

100062I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2264.

101536I

[A\\$5D-5C\\$:C](#)

Rating: — · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2265.

100266F

[Aô000CD>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2266.

100266E

[B 0040G;CT=C,,5 C¤>D >C´5C\\$AD\\$2C](#)

Rating: — · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2267.

100266J

[B 0006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2268.

100266C

[AST0¤CÂ HC,,DD 0](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2269.

100266D

[ATC5Ct=DÀ](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2270.

101532E

[Game of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2271.

101532A

[Subarrays Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2272.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2273.

101532I

[The Crazy Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2274.

101532H

[Corrupted Images](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2275.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2276.

101532G

[Magical Indices](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2277.

101532K

[Palindromes Building](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2278.

101532C

[Large Summation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2279.

101532B

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

Rating: — · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2280.

100529E

[A,3D0l](#)

Rating: — · first AC: 2017-08-01 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2281.

100529G

[AÄ5DäC,,=](#)

Rating: — · first AC: 2017-08-01 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2282.

100529H

[B 5048D BD 0Dd8Dò =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2283.

100529F

[AÔTÄBis! AÔ A](#)

Rating: — · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2284.

100529J

[AÖÖCTB>C @C 7Cä2C =C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2285.

100003A

[AÄ5DtBcä C Cò@CäECä4C À Cò>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2286.

100003F

[A,,ED\\$D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2287.

100118I

[Aö;0TäDò BC,,2](#)

Rating: — · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2288.

100118J

[AD50ÖH D >Cd4CT=C,,O C\\$8C=8CÔ3C](#)

Rating: — · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2289.

100118A

[B 50ä0 <CÔ>CR >C JDô2C´5CÔ8CP](#)

Rating: — · first AC: 2017-07-29 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2290.

100118C

[B4D050ö;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2017-07-29 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2291.

100118D

[A'0046D,,>CÔ>C¢ C,,;C´8](#)

Rating: — · first AC: 2017-07-29 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2292.

100118E

[A0x01aC\\$8CÔ0](#)

Rating: — · first AC: 2017-07-29 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2293.

100118H

[B5000](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2294.

100118B

[B5000a<C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2295.

100817J

[Jump!](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2296.

100817I

[Is It Tetris?](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2297.

100817F

[Formula 8](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2298.

100817H

[Heal](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2299.

100817L

[Looking for Next String](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2300.

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2301.

100817G

[Grab Your Seat!](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2302.

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2303.

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2304.

100817E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2305.

101321J

[B CCD>C`LDB 8 Marine Front Limited ZX](#)

Rating: — · first AC: 2017-06-18 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2306.

101321H

[B -CDD>C`LDB 8 Ct0C >D](#)

Rating: — · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2307.

101321E

[B -CDD>C`LDB 8 C=2C 7C,,@CT3D4;Dô@CÔKC' 3D 0D@](#)

Rating: — · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2308.

100853N

[B\\$@OT=C,,@Cä2C=8 A =CD@CTO A\\$8C=BCä@Cä2C,,GC](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2309.

100853J

[AÔ0D;0D;D46C 0 C, >Cô0D =C 8 D\\$@D44CÔ0](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2310.

100853M

[B -Cä1CäGCÔ0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2311.

100853K

[A`5D;0CÔ5 CÄ>Cd5D" 2 C= @C ACÔKCP](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2312.

100853L

[B\\$0CÔ0 C, :CÔ8Cd5Dt:C€](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2313.

100853I

[Aa3D00C ;CT=C,,5 C\\$5Cα0](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2314.

100853G

[AD20a@Cä2D´9 DDCD\\$1Cä; C" !C <C @CP](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2315.

100853H

[Bt5D20j 8 CäAC´K](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2316.

100853F

[B, D0a C´0CD:C](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2317.

100853E

[B5D\\$@C,,A](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2318.

100853D

[A;0a10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2319.

100853C

[A@00a1C´5CÄK B BC @CäAD\\$K](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2320.

100853B

[B 7010a5 Ct2CT=Cà](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2321.

100853A

[A; D40 D16CR =CR 0CÔ>CÔ8CÄ=D´E Cô@Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2322.

100680E

[A;CT2CT@](#)

Rating: — · first AC: 2017-06-14 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2323.

100680C

[A B\\$@C :Dd8Cä=](#)

Rating: — · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2324.

100905D

[F.R.I.E.N.D.S](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2325.

100905E

[Rock-Paper-Scissors --- 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2326.

100905B

[Amusing numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2327.

100854E

[Aö50D3CäBCä2C=0 C¢ >C´8CÄ?C„0CD5](#)

Rating: — · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2328.

100854D

[AäE, D46rDôBC, 4CT2D4HC=8...](#)

Rating: — · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2329.

100854A

[B5CÔACä@](#)

Rating: — · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2330.

100854C

[Aö@CF?Cä4C 2C BCT;DÄAC=8CR ?D 8DtCCDK](#)

Rating: — · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2331.

100854B

[Aö@Cia,C´8Cd5CÔ=Cä5 Ct=C GCT=C„5](#)

Rating: — · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2332.

100845D

[B->0\\$A¢ < CD@D43C„5 D„BD4@CÄ>C\\$8C=8](#)

Rating: — · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2333.

100845C

[A=CDK A4@CTO](#)

Rating: — · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2334.

100845B

[A 805D\\$K C" BCT0D\\$@](#)

Rating: — · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2335.

100845A

[AÄx0Ô>D\\$>CÔ=CäAD\\$L](#)

Rating: — · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2336.

101182E

[Magical hourglass store](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2337.

101182D

[Wedding cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2338.

101182C

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2339.

101182B

[Life in Innopolis](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2340.

101182A

[Rock-Paper-Scissors for three](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2341.

100944A

[AÔ00r1Cä;DÄHC,,9 CÔ>CDJCT<](#)

Rating: — · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2342.

101373C

[AÔ>DT>Cd8CR 8D ?Cä;CÔ8D\\$5C´8](#)

Rating: — · first AC: 2017-05-12 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2343.

101373A

[AÔ0CdrC,BCR 6†-g@](#)

Rating: — · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2344.

101373B

[B 00r@,GCÔKCR BD4@CÔ8D K](#)

Rating: — · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2345.

101373E

[B440r;Dô5CÂ FC,,DD K](#)

Rating: — · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2346.

101373F

[A#0D:BC,,=D°](#)

Rating: — · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2347.

101373G

[1234](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2348.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2349.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2350.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2351.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2352.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2353.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2354.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2355.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)

2356.

100850H

[AäBd1QD" >C >D,,8C :C E](#)

Rating: — · first AC: 2016-01-04 · GNU C++ (first AC) · Tags: —

[Agreb's solution](#)