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Unique solved — AkaiLemon

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

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

Filters: none

Count: 3,049

1.

2210A

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

Quality: 22,234 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[AkaiLemon's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,495 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,982 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[AkaiLemon's solution](#)

5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[AkaiLemon's solution](#)

6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,330 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AkaiLemon's solution](#)

7.

2176A

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

Quality: 29,070 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

8.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

9.

2171A

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

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

10.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

11.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

12.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[AkaiLemon's solution](#)

13.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

14.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

15.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

16.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[AkaiLemon's solution](#)

17.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,680 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

18.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

19.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[AkaiLemon's solution](#)

20.

2131B

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

Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

21.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[AkaiLemon's solution](#)

22.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[AkaiLemon's solution](#)

23.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[AkaiLemon's solution](#)

24.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: math
[AkaiLemon's solution](#)

25.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

26.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[AkaiLemon's solution](#)

27.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

28.

2126B

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

Quality: 37,693 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[AkaiLemon's solution](#)

29.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[AkaiLemon's solution](#)

30.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

31.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

32.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

33.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,281 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

34.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

35.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

36.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

37.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

38.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

39.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[AkaiLemon's solution](#)

40.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

41.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

42.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[AkaiLemon's solution](#)

43.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

44.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

45.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[AkaiLemon's solution](#)

46.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

47.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

48.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[AkaiLemon's solution](#)

49.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

50.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[AkaiLemon's solution](#)

51.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,757 global accepts · Rating: 800 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

52.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

53.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

54.

2049A

[MEX Destruction](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

55.

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

[AkaiLemon's solution](#)

56.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

57.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[AkaiLemon's solution](#)

58.

2032A

[Circuit](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

59.

2025A

[Two Screens](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

60.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

61.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

62.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

63.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

64.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,378 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[AkaiLemon's solution](#)

65.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

66.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[AkaiLemon's solution](#)

67.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[AkaiLemon's solution](#)

68.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

69.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[AkaiLemon's solution](#)

70.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

71.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[AkaiLemon's solution](#)

72.

1968B

[Prefigence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

73.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

74.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

75.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

76.

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

77.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

78.

1941A

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

Quality: 47,695 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

79.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AkaiLemon's solution](#)

80.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AkaiLemon's solution](#)

81.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,325 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[AkaiLemon's solution](#)

82.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

83.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AkaiLemon's solution](#)

84.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

85.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

86.

1878A

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

Quality: 78,666 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

87.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

88.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[AkaiLemon's solution](#)

89.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

90.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

91.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[AkaiLemon's solution](#)

92.

1926A

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

Quality: 62,193 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

93.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,894 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AkaiLemon's solution](#)

94.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

95.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AkaiLemon's solution](#)

96.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

97.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[AkaiLemon's solution](#)

98.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

99.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

100.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

101.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

102.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

103.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

104.

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

105.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AkaiLemon's solution](#)

106.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AkaiLemon's solution](#)

107.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

108.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

109.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[AkaiLemon's solution](#)

110.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[AkaiLemon's solution](#)

111.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[AkaiLemon's solution](#)

112.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[AkaiLemon's solution](#)

113.

1899A

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

Quality: 92,743 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[AkaiLemon's solution](#)

114.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

115.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

116.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,620 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[AkaiLemon's solution](#)

117.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

118.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

119.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

120.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

121.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

122.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

123.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,298 global accepts · Rating: 800 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

124.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,090 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AkaiLemon's solution](#)

125.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

126.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

127.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

128.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

129.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

130.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

131.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

132.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,985 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

133.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[AkaiLemon's solution](#)

134.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[AkaiLemon's solution](#)

135.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,407 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

136.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

137.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

138.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

139.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

140.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

141.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AkaiLemon's solution](#)

142.

1847A

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

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

[AkaiLemon's solution](#)

143.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AkaiLemon's solution](#)

144.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

145.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

146.

1841A

[Game with Board](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

147.

1840A

[Cipher Shifer](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

148.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

149.

1831A

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

Quality: 46,299 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

150.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

151.

1837A

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

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

152.

1833C

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

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

[AkaiLemon's solution](#)

153.

1833A

[Musical Puzzle](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

154.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AkaiLemon's solution](#)

155.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

156.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

157.

1829C

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

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

[AkaiLemon's solution](#)

158.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,026 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

159.

1829A

[Love Story](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

160.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

161.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,712 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

162.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[AkaiLemon's solution](#)

163.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

164.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[AkaiLemon's solution](#)

165.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

166.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

167.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

168.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

169.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

170.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[AkaiLemon's solution](#)

171.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

172.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[AkaiLemon's solution](#)

173.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,447 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

174.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

175.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[AkaiLemon's solution](#)

176.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

177.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,927 global accepts · Rating: 800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[AkaiLemon's solution](#)

178.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

179.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

180.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

181.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

182.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

183.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[AkaiLemon's solution](#)

184.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[AkaiLemon's solution](#)

185.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AkaiLemon's solution](#)

186.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

187.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AkaiLemon's solution](#)

188.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[AkaiLemon's solution](#)

189.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[AkaiLemon's solution](#)

190.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[AkaiLemon's solution](#)

191.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

192.

1777A

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

Quality: 44,008 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AkaiLemon's solution](#)

193.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

194.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,989 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

195.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

196.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

197.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

198.

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[AkaiLemon's solution](#)

199.

1791C

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

Quality: 74,160 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[AkaiLemon's solution](#)

200.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[AkaiLemon's solution](#)

201.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

202.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

203.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

204.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[AkaiLemon's solution](#)

205.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,096 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

206.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,297 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

207.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[AkaiLemon's solution](#)

208.

1783A

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

Quality: 48,715 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[AkaiLemon's solution](#)

209.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

210.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

211.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

212.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

213.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,009 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

214.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

215.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

216.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[AkaiLemon's solution](#)

217.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[AkaiLemon's solution](#)

218.

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AkaiLemon's solution](#)

219.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

220.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

221.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[AkaiLemon's solution](#)

222.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

223.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[AkaiLemon's solution](#)

224.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[AkaiLemon's solution](#)

225.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

226.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

227.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

228.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

229.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[AkaiLemon's solution](#)

230.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[AkaiLemon's solution](#)

231.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AkaiLemon's solution](#)

232.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[AkaiLemon's solution](#)

233.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

234.

1690A

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

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

235.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AkaiLemon's solution](#)

236.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[AkaiLemon's solution](#)

237.

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

238.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

239.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

240.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

241.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

242.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[AkaiLemon's solution](#)

243.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

244.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

245.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

246.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,170 global accepts · Rating: 800 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

247.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[AkaiLemon's solution](#)

248.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

249.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[AkaiLemon's solution](#)

250.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AkaiLemon's solution](#)

251.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AkaiLemon's solution](#)

252.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AkaiLemon's solution](#)

253.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,626 global accepts · Rating: 800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AkaiLemon's solution](#)

254.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

255.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

256.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[AkaiLemon's solution](#)

257.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[AkaiLemon's solution](#)

258.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

259.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

260.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[AkaiLemon's solution](#)

261.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AkaiLemon's solution](#)

262.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

263.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AkaiLemon's solution](#)

264.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

265.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[AkaiLemon's solution](#)

266.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

267.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

268.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

269.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[AkaiLemon's solution](#)

270.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

271.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[AkaiLemon's solution](#)

272.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

273.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

274.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

275.

1680A

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

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

276.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

277.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[AkaiLemon's solution](#)

278.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[AkaiLemon's solution](#)

279.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

280.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[AkaiLemon's solution](#)

281.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

282.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[AkaiLemon's solution](#)

283.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

284.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[AkaiLemon's solution](#)

285.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

286.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

287.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

288.

1589A

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

Rating: 800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

289.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

290.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AkaiLemon's solution](#)

291.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[AkaiLemon's solution](#)

292.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

293.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

294.

1560A

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

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

295.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

296.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

297.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

298.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[AkaiLemon's solution](#)

299.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

300.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

301.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

302.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

303.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

304.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

305.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

306.

1527A

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

Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[AkaiLemon's solution](#)

307.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

308.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

309.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[AkaiLemon's solution](#)

310.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-07 · last AC: 2021-03-07 · Go (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

311.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

312.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

313.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

314.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

315.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

316.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

317.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

318.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

319.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

320.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

321.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,646 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

322.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,468 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[AkaiLemon's solution](#)

323.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

324.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,468 global accepts · Rating: 800 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[AkaiLemon's solution](#)

325.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,259 global accepts · Rating: 800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

326.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

327.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

328.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

329.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

330.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

331.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

332.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[AkaiLemon's solution](#)

333.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[AkaiLemon's solution](#)

334.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

335.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dp, implementation, math

[AkaiLemon's solution](#)

336.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

337.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

338.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

339.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

340.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

341.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

342.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

343.

1047A

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

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

344.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

345.

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math

[AkaiLemon's solution](#)

346.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

347.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[AkaiLemon's solution](#)

348.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

349.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

350.

791A

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

Quality: 257,209 global accepts · Rating: 800 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

351.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[AkaiLemon's solution](#)

352.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,832 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[AkaiLemon's solution](#)

353.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

354.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

355.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,084 global accepts · Rating: 800 · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

356.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,584 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

357.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[AkaiLemon's solution](#)

358.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

359.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

360.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2016-06-11 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

361.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

362.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[AkaiLemon's solution](#)

363.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

364.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

365.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[AkaiLemon's solution](#)

366.

546A

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

Quality: 235,198 global accepts · Rating: 800 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
[AkaiLemon's solution](#)

367.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation
[AkaiLemon's solution](#)

368.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

369.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

370.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

371.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,944 global accepts · Rating: 800 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

372.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,505 global accepts · Rating: 800 · first AC: 2014-05-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[AkaiLemon's solution](#)

373.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

374.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: *special, implementation
[AkaiLemon's solution](#)

375.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

376.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

377.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,327 global accepts · Rating: 800 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

378.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

379.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,813 global accepts · Rating: 800 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[AkaiLemon's solution](#)

380.

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: brute force

[AkaiLemon's solution](#)

381.

231A

[Team](#) · [Tutorial](#)

Quality: 430,246 global accepts · Rating: 800 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

382.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

383.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,700 global accepts · Rating: 800 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

384.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

385.

71A

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

Quality: 503,237 global accepts · Rating: 800 · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: strings

[AkaiLemon's solution](#)

386.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,460 global accepts · Rating: 800 · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: *special, implementation

[AkaiLemon's solution](#)

387.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,801 global accepts · Rating: 800 · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

388.

2210B

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

Quality: 17,541 global accepts · Rating: 900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

389.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,377 global accepts · Rating: 900 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

390.

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[AkaiLemon's solution](#)

391.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

392.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

393.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[AkaiLemon's solution](#)

394.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

395.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

396.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

397.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

398.

2060C

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

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[AkaiLemon's solution](#)

399.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AkaiLemon's solution](#)

400.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[AkaiLemon's solution](#)

401.

2013B

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

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

[AkaiLemon's solution](#)

402.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

403.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,537 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[AkaiLemon's solution](#)

404.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

405.

1941C

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

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

[AkaiLemon's solution](#)

406.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

407.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[AkaiLemon's solution](#)

408.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

409.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

410.

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[AkaiLemon's solution](#)

411.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AkaiLemon's solution](#)

412.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

413.

1900B

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

Quality: 20,470 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AkaiLemon's solution](#)

414.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

415.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AkaiLemon's solution](#)

416.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

417.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,808 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[AkaiLemon's solution](#)

418.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AkaiLemon's solution](#)

419.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,867 global accepts · Rating: 900 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

420.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

421.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

422.

1833B

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

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

[AkaiLemon's solution](#)

423.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

424.

1823B

[Sort with Step](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

425.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

426.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

427.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

428.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[AkaiLemon's solution](#)

429.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

430.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[AkaiLemon's solution](#)

431.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[AkaiLemon's solution](#)

432.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

433.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

434.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

435.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

436.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AkaiLemon's solution](#)

437.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

438.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

439.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,545 global accepts · Rating: 900 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

440.

1709B

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

Quality: 25,840 global accepts · Rating: 900 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[AkaiLemon's solution](#)

441.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

442.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

443.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[AkaiLemon's solution](#)

444.

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

445.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AkaiLemon's solution](#)

446.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[AkaiLemon's solution](#)

447.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[AkaiLemon's solution](#)

448.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[AkaiLemon's solution](#)

449.

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
[AkaiLemon's solution](#)

450.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

451.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[AkaiLemon's solution](#)

452.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

453.

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
[AkaiLemon's solution](#)

454.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[AkaiLemon's solution](#)

455.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[AkaiLemon's solution](#)

456.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[AkaiLemon's solution](#)

457.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

458.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math
[AkaiLemon's solution](#)

459.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[AkaiLemon's solution](#)

460.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[AkaiLemon's solution](#)

461.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[AkaiLemon's solution](#)

462.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: geometry, math
[AkaiLemon's solution](#)

463.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: implementation, strings
[AkaiLemon's solution](#)

464.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

465.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

466.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

467.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

468.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[AkaiLemon's solution](#)

469.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

470.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

471.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

472.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[AkaiLemon's solution](#)

473.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: sortings

[AkaiLemon's solution](#)

474.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

475.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: greedy

[AkaiLemon's solution](#)

476.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
[AkaiLemon's solution](#)

477.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

478.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

479.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

480.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,474 global accepts · Rating: 900 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[AkaiLemon's solution](#)

481.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

482.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: greedy, implementation
[AkaiLemon's solution](#)

483.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

484.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation
[AkaiLemon's solution](#)

485.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,098 global accepts · Rating: 900 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: math
[AkaiLemon's solution](#)

486.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

487.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

488.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,025 global accepts · Rating: 900 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

489.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

490.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

491.

2203B

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

Quality: 14,288 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[AkaiLemon's solution](#)

492.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,903 global accepts · Rating: 1000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[AkaiLemon's solution](#)

493.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

494.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

495.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

496.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[AkaiLemon's solution](#)

497.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

498.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

499.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

500.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

501.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

502.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

503.

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

504.

2055B

[Crafting](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

505.

2040B

[Paint a Strip](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

506.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[AkaiLemon's solution](#)

507.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AkaiLemon's solution](#)

508.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[AkaiLemon's solution](#)

509.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[AkaiLemon's solution](#)

510.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[AkaiLemon's solution](#)

511.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AkaiLemon's solution](#)

512.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[AkaiLemon's solution](#)

513.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings
[AkaiLemon's solution](#)

514.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings
[AkaiLemon's solution](#)

515.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[AkaiLemon's solution](#)

516.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AkaiLemon's solution](#)

517.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[AkaiLemon's solution](#)

518.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory
[AkaiLemon's solution](#)

519.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AkaiLemon's solution](#)

520.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,371 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

521.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

522.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

523.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

524.

1521A

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

Quality: 42,043 global accepts · Rating: 1000 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

525.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,571 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[AkaiLemon's solution](#)

526.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

527.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

528.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

529.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[AkaiLemon's solution](#)

530.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

531.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

532.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AkaiLemon's solution](#)

533.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

534.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

535.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

536.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

537.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

538.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

539.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,265 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[AkaiLemon's solution](#)

540.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

541.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

542.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

543.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

544.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

545.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

546.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[AkaiLemon's solution](#)

547.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[AkaiLemon's solution](#)

548.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,096 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[AkaiLemon's solution](#)

549.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

550.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

551.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

552.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

553.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[AkaiLemon's solution](#)

554.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

555.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

556.

1589B

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

Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

557.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AkaiLemon's solution](#)

558.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[AkaiLemon's solution](#)

559.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

560.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

561.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[AkaiLemon's solution](#)

562.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[AkaiLemon's solution](#)

563.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

564.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

565.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

566.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

567.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

568.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

569.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[AkaiLemon's solution](#)

570.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

571.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

572.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[AkaiLemon's solution](#)

573.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

574.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

575.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

576.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

577.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

578.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

579.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

580.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-11 · Python 2 (first AC) · Tags: math

[AkaiLemon's solution](#)

581.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

582.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

583.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[AkaiLemon's solution](#)

584.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

585.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,838 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

586.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

587.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

588.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

589.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[AkaiLemon's solution](#)

590.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

591.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

592.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

593.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

594.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

595.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

596.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: greedy

[AkaiLemon's solution](#)

597.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,265 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

598.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

599.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

600.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

601.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

602.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,418 global accepts · Rating: 1000 · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

603.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,193 global accepts · Rating: 1000 · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: math

[AkaiLemon's solution](#)

604.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-10-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

605.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

606.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[AkaiLemon's solution](#)

607.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

608.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

609.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[AkaiLemon's solution](#)

610.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AkaiLemon's solution](#)

611.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[AkaiLemon's solution](#)

612.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

613.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

614.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,117 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

615.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[AkaiLemon's solution](#)

616.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[AkaiLemon's solution](#)

617.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[AkaiLemon's solution](#)

618.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

619.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AkaiLemon's solution](#)

620.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

621.

2043B

[Digits](#) · [Tutorial](#)

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2027B

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623.

2032B

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624.

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625.

1997C

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626.

1997B

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627.

1994B

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628.

1976B

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629.

1958A

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630.

1910A

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631.

1950D

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632.

1933C

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633.

1923B

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634.

1932B

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635.

1921D

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636.

1920B

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Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

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637.

1741C

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638.

1891B

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Quality: 29,014 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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639.

1899C

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640.

1899B

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Quality: 33,357 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

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641.

1917B

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642.

1902B

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643.

1904B

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644.

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645.

1905B

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646.

1901B

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647.

270A

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648.

1869B

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649.

1864B

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650.

1862C

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651.

1850E

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1842B

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653.

1840B

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Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

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654.

1839B

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Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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655.

1827A

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656.

1832B

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657.

1829E

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658.

1826B

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659.

1762B

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660.

1821B

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661.

1820B

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662.

1797B

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663.

1811C

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664.

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665.

1780B

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666.

1793B

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1788B

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668.

1791G1

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669.

1791E

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670.

1787B

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671.

1742D

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672.

1783B

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673.

1731B

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674.

1760E

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675.

1743C

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676.

1739B

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677.

1729C

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682.

1722D

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1708B

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1712C

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1633C

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1566D1

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690.

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697.

1334B

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701.

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703.

1070K

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1038B

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706.

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710.

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686B

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712.

682A

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[AkaiLemon's solution](#)

713.

544A

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715.

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716.

548A

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527A

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718.

519B

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719.

508A

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720.

505A

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721.

501B

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488A

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[AkaiLemon's solution](#)

723.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

724.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

725.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: sortings

[AkaiLemon's solution](#)

726.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

727.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

728.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

729.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

730.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2014-01-15 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

731.

381B

[Sereja and Stairs](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

732.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

733.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[AkaiLemon's solution](#)

734.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,817 global accepts · Rating: 1100 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[AkaiLemon's solution](#)

735.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

736.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[AkaiLemon's solution](#)

737.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2013-12-02 · last AC: 2013-12-02 · GNU C++ (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

738.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

739.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

740.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

741.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

742.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[AkaiLemon's solution](#)

743.

2174A

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

Quality: 14,300 global accepts · Rating: 1200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[AkaiLemon's solution](#)

744.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[AkaiLemon's solution](#)

745.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

746.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

747.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[AkaiLemon's solution](#)

748.

2121C

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

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

[AkaiLemon's solution](#)

749.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

750.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

751.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[AkaiLemon's solution](#)

752.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

753.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

754.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[AkaiLemon's solution](#)

755.

2056C

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

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

[AkaiLemon's solution](#)

756.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

757.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[AkaiLemon's solution](#)

758.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AkaiLemon's solution](#)

759.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AkaiLemon's solution](#)

760.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

761.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

762.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AkaiLemon's solution](#)

763.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[AkaiLemon's solution](#)

764.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

765.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[AkaiLemon's solution](#)

766.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

767.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AkaiLemon's solution](#)

768.

1097B

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

Quality: 35,954 global accepts · Rating: 1200 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AkaiLemon's solution](#)

769.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AkaiLemon's solution](#)

770.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

771.

1909B

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

Quality: 30,963 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

772.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

773.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[AkaiLemon's solution](#)

774.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

775.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AkaiLemon's solution](#)

776.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[AkaiLemon's solution](#)

777.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[AkaiLemon's solution](#)

778.

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[AkaiLemon's solution](#)

779.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[AkaiLemon's solution](#)

780.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

781.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[AkaiLemon's solution](#)

782.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

783.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[AkaiLemon's solution](#)

784.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings
[AkaiLemon's solution](#)

785.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AkaiLemon's solution](#)

786.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[AkaiLemon's solution](#)

787.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[AkaiLemon's solution](#)

788.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[AkaiLemon's solution](#)

789.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,620 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[AkaiLemon's solution](#)

790.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: games
[AkaiLemon's solution](#)

791.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[AkaiLemon's solution](#)

792.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[AkaiLemon's solution](#)

793.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[AkaiLemon's solution](#)

794.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

795.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[AkaiLemon's solution](#)

796.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

797.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

798.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[AkaiLemon's solution](#)

799.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AkaiLemon's solution](#)

800.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[AkaiLemon's solution](#)

801.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

802.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[AkaiLemon's solution](#)

803.

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

804.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[AkaiLemon's solution](#)

805.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

806.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

807.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[AkaiLemon's solution](#)

808.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

809.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[AkaiLemon's solution](#)

810.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[AkaiLemon's solution](#)

811.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[AkaiLemon's solution](#)

812.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[AkaiLemon's solution](#)

813.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

814.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

815.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
[AkaiLemon's solution](#)

816.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

817.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[AkaiLemon's solution](#)

818.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[AkaiLemon's solution](#)

819.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[AkaiLemon's solution](#)

820.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,612 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[AkaiLemon's solution](#)

821.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[AkaiLemon's solution](#)

822.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[AkaiLemon's solution](#)

823.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[AkaiLemon's solution](#)

824.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

825.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[AkaiLemon's solution](#)

826.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[AkaiLemon's solution](#)

827.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

828.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, math
[AkaiLemon's solution](#)

829.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[AkaiLemon's solution](#)

830.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

831.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: dp, greedy, math
[AkaiLemon's solution](#)

832.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: implementation, strings
[AkaiLemon's solution](#)

833.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[AkaiLemon's solution](#)

834.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

835.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

836.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

837.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: implementation, trees

[AkaiLemon's solution](#)

838.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

839.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: geometry, math

[AkaiLemon's solution](#)

840.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[AkaiLemon's solution](#)

841.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

842.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

843.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: data structures, math

[AkaiLemon's solution](#)

844.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

845.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: sortings

[AkaiLemon's solution](#)

846.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

847.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[AkaiLemon's solution](#)

848.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

849.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

850.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

851.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

852.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

853.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

854.

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[AkaiLemon's solution](#)

855.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

856.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-05-16 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

857.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

858.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

859.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[AkaiLemon's solution](#)

860.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

861.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[AkaiLemon's solution](#)

862.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[AkaiLemon's solution](#)

863.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[AkaiLemon's solution](#)

864.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

865.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

866.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

867.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: brute force, implementation
[AkaiLemon's solution](#)

868.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[AkaiLemon's solution](#)

869.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[AkaiLemon's solution](#)

870.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: implementation, math
[AkaiLemon's solution](#)

871.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

872.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

873.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[AkaiLemon's solution](#)

874.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[AkaiLemon's solution](#)

875.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[AkaiLemon's solution](#)

876.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

877.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[AkaiLemon's solution](#)

878.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[AkaiLemon's solution](#)

879.

2124C

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

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

[AkaiLemon's solution](#)

880.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[AkaiLemon's solution](#)

881.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

882.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[AkaiLemon's solution](#)

883.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

884.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

885.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[AkaiLemon's solution](#)

886.

2049B

[pspspsps](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

887.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

888.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AkaiLemon's solution](#)

889.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[AkaiLemon's solution](#)

890.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

891.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AkaiLemon's solution](#)

892.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AkaiLemon's solution](#)

893.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[AkaiLemon's solution](#)

894.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[AkaiLemon's solution](#)

895.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, dsu, greedy, two pointers

[AkaiLemon's solution](#)

896.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-25 · last AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

897.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[AkaiLemon's solution](#)

898.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

899.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

900.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[AkaiLemon's solution](#)

901.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

902.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[AkaiLemon's solution](#)

903.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[AkaiLemon's solution](#)

904.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

905.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AkaiLemon's solution](#)

906.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[AkaiLemon's solution](#)

907.

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AkaiLemon's solution](#)

908.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

909.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

910.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AkaiLemon's solution](#)

911.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

912.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

913.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,850 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[AkaiLemon's solution](#)

914.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

915.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

916.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[AkaiLemon's solution](#)

917.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

918.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[AkaiLemon's solution](#)

919.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AkaiLemon's solution](#)

920.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

921.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[AkaiLemon's solution](#)

922.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[AkaiLemon's solution](#)

923.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

924.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[AkaiLemon's solution](#)

925.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

926.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[AkaiLemon's solution](#)

927.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AkaiLemon's solution](#)

928.

1768C

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

Quality: 15,713 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[AkaiLemon's solution](#)

929.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

930.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

931.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[AkaiLemon's solution](#)

932.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

933.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

934.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[AkaiLemon's solution](#)

935.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

936.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[AkaiLemon's solution](#)

937.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[AkaiLemon's solution](#)

938.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[AkaiLemon's solution](#)

939.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

940.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[AkaiLemon's solution](#)

941.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[AkaiLemon's solution](#)

942.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

943.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

944.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

945.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

946.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[AkaiLemon's solution](#)

947.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

948.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

949.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[AkaiLemon's solution](#)

950.

1260B

[Obtain Two Zeros](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

951.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

952.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[AkaiLemon's solution](#)

953.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[AkaiLemon's solution](#)

954.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[AkaiLemon's solution](#)

955.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

956.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

957.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

958.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[AkaiLemon's solution](#)

959.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

960.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

961.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

962.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[AkaiLemon's solution](#)

963.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

964.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

965.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

966.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: graphs

[AkaiLemon's solution](#)

967.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

968.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

969.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

970.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[AkaiLemon's solution](#)

971.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

972.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

973.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[AkaiLemon's solution](#)

974.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

975.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: greedy, math, strings

[AkaiLemon's solution](#)

976.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

977.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2014-10-17 · last AC: 2014-10-17 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

978.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,868 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

979.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

980.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AkaiLemon's solution](#)

981.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: *special, combinatorics

[AkaiLemon's solution](#)

982.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[AkaiLemon's solution](#)

983.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

984.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

985.

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

986.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

987.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

988.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

989.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: implementation, sortings

[AkaiLemon's solution](#)

990.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[AkaiLemon's solution](#)

991.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

992.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[AkaiLemon's solution](#)

993.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[AkaiLemon's solution](#)

994.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[AkaiLemon's solution](#)

995.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

996.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[AkaiLemon's solution](#)

997.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

998.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[AkaiLemon's solution](#)

999.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1000.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[AkaiLemon's solution](#)

1001.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[AkaiLemon's solution](#)

1002.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[AkaiLemon's solution](#)

1003.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[AkaiLemon's solution](#)

1004.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[AkaiLemon's solution](#)

1005.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[AkaiLemon's solution](#)

1006.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[AkaiLemon's solution](#)

1007.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AkaiLemon's solution](#)

1008.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1009.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[AkaiLemon's solution](#)

1010.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,728 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[AkaiLemon's solution](#)

1011.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1012.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[AkaiLemon's solution](#)

1013.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1014.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[AkaiLemon's solution](#)

1015.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[AkaiLemon's solution](#)

1016.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1017.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AkaiLemon's solution](#)

1018.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1019.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1020.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,750 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[AkaiLemon's solution](#)

1021.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[AkaiLemon's solution](#)

1022.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

1023.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[AkaiLemon's solution](#)

1024.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[AkaiLemon's solution](#)

1025.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AkaiLemon's solution](#)

1026.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1027.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1028.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[AkaiLemon's solution](#)

1029.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AkaiLemon's solution](#)

1030.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[AkaiLemon's solution](#)

1031.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[AkaiLemon's solution](#)

1032.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1033.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1034.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[AkaiLemon's solution](#)

1035.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AkaiLemon's solution](#)

1036.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[AkaiLemon's solution](#)

1037.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1038.

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AkaiLemon's solution](#)

1039.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,179 global accepts · Rating: 1400 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[AkaiLemon's solution](#)

1040.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AkaiLemon's solution](#)

1041.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1042.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

1043.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1044.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[AkaiLemon's solution](#)

1045.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[AkaiLemon's solution](#)

1046.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AkaiLemon's solution](#)

1047.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[AkaiLemon's solution](#)

1048.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[AkaiLemon's solution](#)

1049.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[AkaiLemon's solution](#)

1050.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AkaiLemon's solution](#)

1051.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

1052.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AkaiLemon's solution](#)

1053.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1054.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[AkaiLemon's solution](#)

1055.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[AkaiLemon's solution](#)

1056.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1057.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[AkaiLemon's solution](#)

1058.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[AkaiLemon's solution](#)

1059.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

1060.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[AkaiLemon's solution](#)

1061.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AkaiLemon's solution](#)

1062.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[AkaiLemon's solution](#)

1063.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1064.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

1065.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1066.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[AkaiLemon's solution](#)

1067.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[AkaiLemon's solution](#)

1068.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[AkaiLemon's solution](#)

1069.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[AkaiLemon's solution](#)

1070.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[AkaiLemon's solution](#)

1071.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[AkaiLemon's solution](#)

1072.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1073.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1074.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[AkaiLemon's solution](#)

1075.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[AkaiLemon's solution](#)

1076.

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

[AkaiLemon's solution](#)

1077.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[AkaiLemon's solution](#)

1078.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

1079.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[AkaiLemon's solution](#)

1080.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1081.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1082.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[AkaiLemon's solution](#)

1083.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1084.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1085.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

1086.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1087.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1088.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1089.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

1090.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1091.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1092.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1093.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1094.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1095.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: dp

[AkaiLemon's solution](#)

1096.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-11 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1097.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math

[AkaiLemon's solution](#)

1098.

550B

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

Quality: 27,446 global accepts · Rating: 1400 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: bitmasks, brute force

[AkaiLemon's solution](#)

1099.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[AkaiLemon's solution](#)

1100.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[AkaiLemon's solution](#)

1101.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,629 global accepts · Rating: 1400 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[AkaiLemon's solution](#)

1102.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[AkaiLemon's solution](#)

1103.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1104.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

1105.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, two pointers

[AkaiLemon's solution](#)

1106.

418A

[Football](#) · [Tutorial](#)

Quality: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[AkaiLemon's solution](#)

1107.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

1108.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

1109.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[AkaiLemon's solution](#)

1110.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

1111.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1112.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[AkaiLemon's solution](#)

1113.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[AkaiLemon's solution](#)

1114.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

1115.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2013-10-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1116.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[AkaiLemon's solution](#)

1117.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AkaiLemon's solution](#)

1118.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[AkaiLemon's solution](#)

1119.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[AkaiLemon's solution](#)

1120.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[AkaiLemon's solution](#)

1121.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[AkaiLemon's solution](#)

1122.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[AkaiLemon's solution](#)

1123.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[AkaiLemon's solution](#)

1124.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[AkaiLemon's solution](#)

1125.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[AkaiLemon's solution](#)

1126.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AkaiLemon's solution](#)

1127.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[AkaiLemon's solution](#)

1128.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[AkaiLemon's solution](#)

1129.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

1130.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[AkaiLemon's solution](#)

1131.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[AkaiLemon's solution](#)

1132.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1133.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1134.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

1135.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[AkaiLemon's solution](#)

1136.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, sortings

[AkaiLemon's solution](#)

1137.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[AkaiLemon's solution](#)

1138.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: binary search, implementation

[AkaiLemon's solution](#)

1139.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[AkaiLemon's solution](#)

1140.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AkaiLemon's solution](#)

1141.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[AkaiLemon's solution](#)

1142.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AkaiLemon's solution](#)

1143.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[AkaiLemon's solution](#)

1144.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[AkaiLemon's solution](#)

1145.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[AkaiLemon's solution](#)

1146.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-22 · last AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[AkaiLemon's solution](#)

1147.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[AkaiLemon's solution](#)

1148.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1149.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[AkaiLemon's solution](#)

1150.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1151.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1152.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[AkaiLemon's solution](#)

1153.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

1154.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

1155.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[AkaiLemon's solution](#)

1156.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AkaiLemon's solution](#)

1157.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1158.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AkaiLemon's solution](#)

1159.

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)

1160.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

1161.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[AkaiLemon's solution](#)

1162.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AkaiLemon's solution](#)

1163.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1164.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1165.

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AkaiLemon's solution](#)

1166.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1167.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[AkaiLemon's solution](#)

1168.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

1169.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1170.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AkaiLemon's solution](#)

1171.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AkaiLemon's solution](#)

1172.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[AkaiLemon's solution](#)

1173.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[AkaiLemon's solution](#)

1174.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

1175.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1176.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[AkaiLemon's solution](#)

1177.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[AkaiLemon's solution](#)

1178.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AkaiLemon's solution](#)

1179.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

1180.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[AkaiLemon's solution](#)

1181.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[AkaiLemon's solution](#)

1182.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

1183.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[AkaiLemon's solution](#)

1184.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1185.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1186.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,788 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AkaiLemon's solution](#)

1187.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[AkaiLemon's solution](#)

1188.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[AkaiLemon's solution](#)

1189.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1190.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[AkaiLemon's solution](#)

1191.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[AkaiLemon's solution](#)

1192.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AkaiLemon's solution](#)

1193.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[AkaiLemon's solution](#)

1194.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[AkaiLemon's solution](#)

1195.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[AkaiLemon's solution](#)

1196.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[AkaiLemon's solution](#)

1197.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

1198.

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

[AkaiLemon's solution](#)

1199.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1200.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AkaiLemon's solution](#)

1201.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[AkaiLemon's solution](#)

1202.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

1203.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AkaiLemon's solution](#)

1204.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[AkaiLemon's solution](#)

1205.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1206.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

1207.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[AkaiLemon's solution](#)

1208.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

1209.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

1210.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[AkaiLemon's solution](#)

1211.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1212.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

1213.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

1214.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1215.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1216.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[AkaiLemon's solution](#)

1217.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

1218.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[AkaiLemon's solution](#)

1219.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

1220.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

1221.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1222.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

1223.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

1224.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

1225.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[AkaiLemon's solution](#)

1226.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[AkaiLemon's solution](#)

1227.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1228.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,731 global accepts · Rating: 1500 · first AC: 2017-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

1229.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

1230.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1231.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1232.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[AkaiLemon's solution](#)

1233.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math

[AkaiLemon's solution](#)

1234.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[AkaiLemon's solution](#)

1235.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1236.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[AkaiLemon's solution](#)

1237.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

1238.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,460 global accepts · Rating: 1500 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1239.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,923 global accepts · Rating: 1500 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[AkaiLemon's solution](#)

1240.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1241.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[AkaiLemon's solution](#)

1242.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,136 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: brute force, dp, math

[AkaiLemon's solution](#)

1243.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1244.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1245.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[AkaiLemon's solution](#)

1246.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,974 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[AkaiLemon's solution](#)

1247.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[AkaiLemon's solution](#)

1248.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-17 · last AC: 2014-04-17 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[AkaiLemon's solution](#)

1249.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1250.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1251.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[AkaiLemon's solution](#)

1252.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,549 global accepts · Rating: 1500 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[AkaiLemon's solution](#)

1253.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: binary search, implementation

[AkaiLemon's solution](#)

1254.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: combinatorics, greedy

[AkaiLemon's solution](#)

1255.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-12-03 · GNU C++ (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1256.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-24 · last AC: 2013-11-24 · GNU C++ (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1257.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-27 · last AC: 2013-10-27 · GNU C++ (first AC) · Tags: brute force, strings

[AkaiLemon's solution](#)

1258.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

1259.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[AkaiLemon's solution](#)

1260.

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AkaiLemon's solution](#)

1261.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AkaiLemon's solution](#)

1262.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AkaiLemon's solution](#)

1263.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

1264.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[AkaiLemon's solution](#)

1265.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[AkaiLemon's solution](#)

1266.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AkaiLemon's solution](#)

1267.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[AkaiLemon's solution](#)

1268.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[AkaiLemon's solution](#)

1269.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[AkaiLemon's solution](#)

1270.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[AkaiLemon's solution](#)

1271.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation
[AkaiLemon's solution](#)

1272.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[AkaiLemon's solution](#)

1273.

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

[AkaiLemon's solution](#)

1274.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[AkaiLemon's solution](#)

1275.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

1276.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[AkaiLemon's solution](#)

1277.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AkaiLemon's solution](#)

1278.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[AkaiLemon's solution](#)

1279.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[AkaiLemon's solution](#)

1280.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[AkaiLemon's solution](#)

1281.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[AkaiLemon's solution](#)

1282.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[AkaiLemon's solution](#)

1283.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

1284.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math

[AkaiLemon's solution](#)

1285.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[AkaiLemon's solution](#)

1286.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-19 · last AC: 2024-03-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[AkaiLemon's solution](#)

1287.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-25 · last AC: 2024-03-20 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1288.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[AkaiLemon's solution](#)

1289.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AkaiLemon's solution](#)

1290.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[AkaiLemon's solution](#)

1291.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[AkaiLemon's solution](#)

1292.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[AkaiLemon's solution](#)

1293.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[AkaiLemon's solution](#)

1294.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

1295.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

1296.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[AkaiLemon's solution](#)

1297.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AkaiLemon's solution](#)

1298.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1299.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AkaiLemon's solution](#)

1300.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AkaiLemon's solution](#)

1301.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[AkaiLemon's solution](#)

1302.

1920C

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

Quality: 19,918 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1303.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1304.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AkaiLemon's solution](#)

1305.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,794 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[AkaiLemon's solution](#)

1306.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

1307.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AkaiLemon's solution](#)

1308.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AkaiLemon's solution](#)

1309.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[AkaiLemon's solution](#)

1310.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AkaiLemon's solution](#)

1311.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[AkaiLemon's solution](#)

1312.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AkaiLemon's solution](#)

1313.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[AkaiLemon's solution](#)

1314.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory, two pointers

[AkaiLemon's solution](#)

1315.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AkaiLemon's solution](#)

1316.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[AkaiLemon's solution](#)

1317.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[AkaiLemon's solution](#)

1318.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[AkaiLemon's solution](#)

1319.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[AkaiLemon's solution](#)

1320.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[AkaiLemon's solution](#)

1321.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[AkaiLemon's solution](#)

1322.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy,

sortings

[AkaiLemon's solution](#)

1323.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1324.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[AkaiLemon's solution](#)

1325.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AkaiLemon's solution](#)

1326.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1327.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[AkaiLemon's solution](#)

1328.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[AkaiLemon's solution](#)

1329.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[AkaiLemon's solution](#)

1330.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

1331.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1332.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[AkaiLemon's solution](#)

1333.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[AkaiLemon's solution](#)

1334.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[AkaiLemon's solution](#)

1335.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[AkaiLemon's solution](#)

1336.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[AkaiLemon's solution](#)

1337.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[AkaiLemon's solution](#)

1338.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[AkaiLemon's solution](#)

1339.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1340.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1341.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1342.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AkaiLemon's solution](#)

1343.

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[AkaiLemon's solution](#)

1344.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[AkaiLemon's solution](#)

1345.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AkaiLemon's solution](#)

1346.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[AkaiLemon's solution](#)

1347.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[AkaiLemon's solution](#)

1348.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AkaiLemon's solution](#)

1349.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[AkaiLemon's solution](#)

1350.

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
[AkaiLemon's solution](#)

1351.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[AkaiLemon's solution](#)

1352.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AkaiLemon's solution](#)

1353.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[AkaiLemon's solution](#)

1354.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

1355.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1356.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

1357.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[AkaiLemon's solution](#)

1358.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

1359.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[AkaiLemon's solution](#)

1360.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[AkaiLemon's solution](#)

1361.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AkaiLemon's solution](#)

1362.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1363.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AkaiLemon's solution](#)

1364.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1365.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[AkaiLemon's solution](#)

1366.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1367.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[AkaiLemon's solution](#)

1368.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1369.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,627 global accepts · Rating: 1600 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: greedy, two pointers

[AkaiLemon's solution](#)

1370.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1371.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[AkaiLemon's solution](#)

1372.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[AkaiLemon's solution](#)

1373.

814C

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

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[AkaiLemon's solution](#)

1374.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[AkaiLemon's solution](#)

1375.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1376.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1377.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)

1378.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[AkaiLemon's solution](#)

1379.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[AkaiLemon's solution](#)

1380.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

1381.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[AkaiLemon's solution](#)

1382.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[AkaiLemon's solution](#)

1383.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1384.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

1385.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math,

sortings

[AkaiLemon's solution](#)

1386.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-14 · last AC: 2014-12-28 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1387.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[AkaiLemon's solution](#)

1388.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[AkaiLemon's solution](#)

1389.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · last AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[AkaiLemon's solution](#)

1390.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1391.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1392.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,776 global accepts · Rating: 1600 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: dp, implementation, trees

[AkaiLemon's solution](#)

1393.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

1394.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1395.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[AkaiLemon's solution](#)

1396.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

1397.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1398.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1399.

381C

[Sereja and Prefixes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[AkaiLemon's solution](#)

1400.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,051 global accepts · Rating: 1600 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: dfs and similar

[AkaiLemon's solution](#)

1401.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: dfs and similar

[AkaiLemon's solution](#)

1402.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[AkaiLemon's solution](#)

1403.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[AkaiLemon's solution](#)

1404.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: binary search, implementation, math

[AkaiLemon's solution](#)

1405.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1406.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, math, sortings

[AkaiLemon's solution](#)

1407.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: implementation, math, number theory

[AkaiLemon's solution](#)

1408.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[AkaiLemon's solution](#)

1409.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AkaiLemon's solution](#)

1410.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[AkaiLemon's solution](#)

1411.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[AkaiLemon's solution](#)

1412.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AkaiLemon's solution](#)

1413.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[AkaiLemon's solution](#)

1414.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1415.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

1416.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[AkaiLemon's solution](#)

1417.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[AkaiLemon's solution](#)

1418.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[AkaiLemon's solution](#)

1419.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1420.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

1421.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[AkaiLemon's solution](#)

1422.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1423.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1424.

1209D

[Cow and Snacks](#) · [Tutorial](#)

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1425.

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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1426.

2027D1

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1427.

2023B

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Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

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1428.

2006A

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Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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1429.

1893B

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Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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1430.

1982D

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1431.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

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1432.

1879D

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1433.

1973C

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1434.

1114C

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Quality: 7,888 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

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1435.

765D

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Quality: 2,600 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math

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1436.

1027D

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Quality: 8,366 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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1437.

1950F

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Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

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1438.

1413D

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1439.

1945E

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1440.

773A

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1441.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings

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1442.

1185D

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Quality: 7,059 global accepts · Rating: 1700 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1443.

1512G

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Quality: 9,391 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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1444.

1931F

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1445.

1260C

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Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · last AC: 2024-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

1446.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1447.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AkaiLemon's solution](#)

1448.

1901D

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Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[AkaiLemon's solution](#)

1449.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[AkaiLemon's solution](#)

1450.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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1451.

1361A

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1452.

1906M

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1453.

1898C

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1454.

1478C

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1455.

1864D

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1456.

1677B

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1457.

1849D

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1458.

1850H

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[AkaiLemon's solution](#)

1459.

1516C

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1460.

1157C2

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1461.

1700C

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1462.

229B

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1463.

1833F

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1464.

1693B

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[AkaiLemon's solution](#)

1465.

1829H

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[AkaiLemon's solution](#)

1466.

1826D

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1467.

1822G1

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[AkaiLemon's solution](#)

1468.

1822F

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Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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1469.

1814B

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1470.

382C

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1471.

1798C

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1472.

1699C

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1473.

1792D

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1474.

1776F

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1475.

1777C

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1476.

406B

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1477.

1783C

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1478.

1770C

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1479.

1731D

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1480.

1731C

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1481.

1765D

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1482.

1760G

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1483.

1735D

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1484.

1743D

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1485.

1709D

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1486.

1706D1

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1487.

1722F

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1488.

1715C

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Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

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1489.

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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1490.

1658C

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1491.

1628B

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1492.

1578H

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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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1493.

1554B

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1494.

1550C

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[AkaiLemon's solution](#)

1495.

1528B

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1496.

1497E1

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1497.

1476D

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1498.

1474C

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1499.

1468D

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1500.

1468F

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1501.

1453C

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Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1502.

1434B

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

[AkaiLemon's solution](#)

1503.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1504.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

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1505.

1359C

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Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

1506.

1360F

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Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

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1507.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-05-11 · last AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[AkaiLemon's solution](#)

1508.

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AkaiLemon's solution](#)

1509.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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1510.

1279D

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1511.

1267E

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Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1512.

1261A

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Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

1513.

1257D

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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1514.

1203D2

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1515.

1176E

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Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

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1516.

1182C

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Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

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1517.

1153C

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1518.

1144F

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Quality: 14,117 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

1519.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[AkaiLemon's solution](#)

1520.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

1521.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

1522.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

1523.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[AkaiLemon's solution](#)

1524.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1525.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[AkaiLemon's solution](#)

1526.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[AkaiLemon's solution](#)

1527.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[AkaiLemon's solution](#)

1528.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

1529.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-20 · Java 8 (first AC) · Tags: *special, implementation

[AkaiLemon's solution](#)

1530.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1531.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: geometry

[AkaiLemon's solution](#)

1532.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[AkaiLemon's solution](#)

1533.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[AkaiLemon's solution](#)

1534.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

1535.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,888 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AkaiLemon's solution](#)

1536.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[AkaiLemon's solution](#)

1537.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[AkaiLemon's solution](#)

1538.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[AkaiLemon's solution](#)

1539.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: *special

[AkaiLemon's solution](#)

1540.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1541.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[AkaiLemon's solution](#)

1542.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

1543.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[AkaiLemon's solution](#)

1544.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1545.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[AkaiLemon's solution](#)

1546.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1547.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[AkaiLemon's solution](#)

1548.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

1549.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AkaiLemon's solution](#)

1550.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,120 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[AkaiLemon's solution](#)

1551.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[AkaiLemon's solution](#)

1552.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

1553.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1554.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1555.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[AkaiLemon's solution](#)

1556.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[AkaiLemon's solution](#)

1557.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[AkaiLemon's solution](#)

1558.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[AkaiLemon's solution](#)

1559.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[AkaiLemon's solution](#)

1560.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[AkaiLemon's solution](#)

1561.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[AkaiLemon's solution](#)

1562.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AkaiLemon's solution](#)

1563.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1564.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

1565.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs

[AkaiLemon's solution](#)

1566.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[AkaiLemon's solution](#)

1567.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1568.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1569.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AkaiLemon's solution](#)

1570.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1571.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

1572.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AkaiLemon's solution](#)

1573.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1574.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[AkaiLemon's solution](#)

1575.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

1576.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AkaiLemon's solution](#)

1577.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[AkaiLemon's solution](#)

1578.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[AkaiLemon's solution](#)

1579.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[AkaiLemon's solution](#)

1580.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[AkaiLemon's solution](#)

1581.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[AkaiLemon's solution](#)

1582.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

1583.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1584.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[AkaiLemon's solution](#)

1585.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)

1586.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1587.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[AkaiLemon's solution](#)

1588.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AkaiLemon's solution](#)

1589.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[AkaiLemon's solution](#)

1590.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[AkaiLemon's solution](#)

1591.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1592.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[AkaiLemon's solution](#)

1593.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AkaiLemon's solution](#)

1594.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[AkaiLemon's solution](#)

1595.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[AkaiLemon's solution](#)

1596.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[AkaiLemon's solution](#)

1597.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1598.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AkaiLemon's solution](#)

1599.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

1600.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[AkaiLemon's solution](#)

1601.

1675F

[Vlad and Unfinished Business](#) · Tutorial

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)**1602.**

1780D

[Bit Guessing Game](#) · Tutorial

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AkaiLemon's solution](#)**1603.**

1793D

[Moscow Gorillas](#) · Tutorial

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[AkaiLemon's solution](#)**1604.**

1775D

[Friendly Spiders](#) · Tutorial

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[AkaiLemon's solution](#)**1605.**

1740E

[Hanging Hearts](#) · Tutorial

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)**1606.**

1732C1

[Sheikh \(Easy version\)](#) · Tutorial

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[AkaiLemon's solution](#)**1607.**

1734D

[Slime Escape](#) · Tutorial

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[AkaiLemon's solution](#)**1608.**

1728D

[Letter Picking](#) · Tutorial

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[AkaiLemon's solution](#)**1609.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)**1610.**

1721D

[Maximum AND](#) · Tutorial

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[AkaiLemon's solution](#)

1611.

1720D1

[Xor-Subsequence \(easy version\) · Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[AkaiLemon's solution](#)

1612.

914C

[Travelling Salesman and Special Numbers · Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[AkaiLemon's solution](#)

1613.

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[AkaiLemon's solution](#)

1614.

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[AkaiLemon's solution](#)

1615.

1648B

[Integral Array · Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[AkaiLemon's solution](#)

1616.

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[AkaiLemon's solution](#)

1617.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[AkaiLemon's solution](#)

1618.

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[AkaiLemon's solution](#)

1619.

1556C

[Compressed Bracket Sequence · Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AkaiLemon's solution](#)

1620.

1560E

[Polycarp and String Transformation · Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[AkaiLemon's solution](#)

1621.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[AkaiLemon's solution](#)**1622.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[AkaiLemon's solution](#)**1623.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)**1624.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[AkaiLemon's solution](#)**1625.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[AkaiLemon's solution](#)**1626.**

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AkaiLemon's solution](#)**1627.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[AkaiLemon's solution](#)**1628.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AkaiLemon's solution](#)**1629.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AkaiLemon's solution](#)**1630.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[AkaiLemon's solution](#)**1631.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1632.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1633.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[AkaiLemon's solution](#)

1634.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

1635.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[AkaiLemon's solution](#)

1636.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

1637.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[AkaiLemon's solution](#)

1638.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

1639.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[AkaiLemon's solution](#)

1640.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[AkaiLemon's solution](#)

1641.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: binary search, implementation

[AkaiLemon's solution](#)

1642.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, probabilities

[AkaiLemon's solution](#)

1643.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[AkaiLemon's solution](#)

1644.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AkaiLemon's solution](#)

1645.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[AkaiLemon's solution](#)

1646.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

1647.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

1648.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[AkaiLemon's solution](#)

1649.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[AkaiLemon's solution](#)

1650.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1651.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, interactive

[AkaiLemon's solution](#)

1652.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1800 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[AkaiLemon's solution](#)

1653.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[AkaiLemon's solution](#)

1654.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[AkaiLemon's solution](#)

1655.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: combinatorics
[AkaiLemon's solution](#)

1656.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[AkaiLemon's solution](#)

1657.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: bitmasks, dp
[AkaiLemon's solution](#)

1658.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[AkaiLemon's solution](#)

1659.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy
[AkaiLemon's solution](#)

1660.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, dp, two pointers
[AkaiLemon's solution](#)

1661.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: brute force, implementation
[AkaiLemon's solution](#)

1662.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[AkaiLemon's solution](#)

1663.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: binary search, brute force

[AkaiLemon's solution](#)

1664.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[AkaiLemon's solution](#)

1665.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

1666.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[AkaiLemon's solution](#)

1667.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1668.

2184G

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

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1669.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[AkaiLemon's solution](#)

1670.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AkaiLemon's solution](#)

1671.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AkaiLemon's solution](#)

1672.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AkaiLemon's solution](#)

1673.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[AkaiLemon's solution](#)

1674.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[AkaiLemon's solution](#)**1675.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[AkaiLemon's solution](#)**1676.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[AkaiLemon's solution](#)**1677.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[AkaiLemon's solution](#)**1678.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AkaiLemon's solution](#)**1679.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AkaiLemon's solution](#)**1680.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AkaiLemon's solution](#)**1681.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[AkaiLemon's solution](#)**1682.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[AkaiLemon's solution](#)**1683.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[AkaiLemon's solution](#)

1684.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[AkaiLemon's solution](#)

1685.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[AkaiLemon's solution](#)

1686.

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

[AkaiLemon's solution](#)

1687.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[AkaiLemon's solution](#)

1688.

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AkaiLemon's solution](#)

1689.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

1690.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[AkaiLemon's solution](#)

1691.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AkaiLemon's solution](#)

1692.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[AkaiLemon's solution](#)

1693.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

1694.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, matrices

[AkaiLemon's solution](#)

1695.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[AkaiLemon's solution](#)

1696.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[AkaiLemon's solution](#)

1697.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AkaiLemon's solution](#)

1698.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[AkaiLemon's solution](#)

1699.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[AkaiLemon's solution](#)

1700.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AkaiLemon's solution](#)

1701.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1702.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AkaiLemon's solution](#)

1703.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AkaiLemon's solution](#)

1704.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

1705.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[AkaiLemon's solution](#)

1706.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[AkaiLemon's solution](#)

1707.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[AkaiLemon's solution](#)

1708.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy

[AkaiLemon's solution](#)

1709.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[AkaiLemon's solution](#)

1710.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AkaiLemon's solution](#)

1711.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[AkaiLemon's solution](#)

1712.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

1713.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1714.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[AkaiLemon's solution](#)

1715.

1914F

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

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[AkaiLemon's solution](#)

1716.

1704D

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1717.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

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1718.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

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1719.

1898D

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Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

1720.

1895D

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Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[AkaiLemon's solution](#)

1721.

1882D

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Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

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1722.

1183H

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1723.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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1724.

981D

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Quality: 3,548 global accepts · Rating: 1900 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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1725.

1834D

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[AkaiLemon's solution](#)

1726.

292D

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1727.

480C

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Rating: 1900 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[AkaiLemon's solution](#)

1728.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[AkaiLemon's solution](#)

1729.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1730.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[AkaiLemon's solution](#)

1731.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2023-05-11 · GNU C++11 (first AC) · Tags: binary search, dp

[AkaiLemon's solution](#)

1732.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

1733.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[AkaiLemon's solution](#)

1734.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[AkaiLemon's solution](#)

1735.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[AkaiLemon's solution](#)

1736.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[AkaiLemon's solution](#)

1737.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[AkaiLemon's solution](#)

1738.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[AkaiLemon's solution](#)

1739.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[AkaiLemon's solution](#)

1740.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

1741.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[AkaiLemon's solution](#)

1742.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[AkaiLemon's solution](#)

1743.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AkaiLemon's solution](#)

1744.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[AkaiLemon's solution](#)

1745.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[AkaiLemon's solution](#)

1746.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AkaiLemon's solution](#)

1747.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[AkaiLemon's solution](#)

1748.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[AkaiLemon's solution](#)

1749.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[AkaiLemon's solution](#)

1750.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1751.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AkaiLemon's solution](#)

1752.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[AkaiLemon's solution](#)

1753.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[AkaiLemon's solution](#)

1754.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[AkaiLemon's solution](#)

1755.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[AkaiLemon's solution](#)

1756.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[AkaiLemon's solution](#)

1757.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AkaiLemon's solution](#)

1758.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[AkaiLemon's solution](#)

1759.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[AkaiLemon's solution](#)

1760.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

1761.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[AkaiLemon's solution](#)

1762.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[AkaiLemon's solution](#)

1763.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[AkaiLemon's solution](#)

1764.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1765.

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

[AkaiLemon's solution](#)

1766.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[AkaiLemon's solution](#)

1767.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[AkaiLemon's solution](#)

1768.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[AkaiLemon's solution](#)

1769.

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

[AkaiLemon's solution](#)

1770.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

1771.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[AkaiLemon's solution](#)

1772.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[AkaiLemon's solution](#)

1773.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1774.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AkaiLemon's solution](#)

1775.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[AkaiLemon's solution](#)

1776.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[AkaiLemon's solution](#)

1777.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation
[AkaiLemon's solution](#)

1778.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math
[AkaiLemon's solution](#)

1779.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[AkaiLemon's solution](#)

1780.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[AkaiLemon's solution](#)

1781.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation
[AkaiLemon's solution](#)

1782.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings
[AkaiLemon's solution](#)

1783.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[AkaiLemon's solution](#)

1784.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[AkaiLemon's solution](#)

1785.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[AkaiLemon's solution](#)

1786.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

1787.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[AkaiLemon's solution](#)

1788.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: dp

[AkaiLemon's solution](#)

1789.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: binary search, math

[AkaiLemon's solution](#)

1790.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)

1791.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-20 · Java 8 (first AC) · Tags: *special

[AkaiLemon's solution](#)

1792.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2016-01-01 · GNU C++ (first AC) · Tags: dp, flows, greedy

[AkaiLemon's solution](#)

1793.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1794.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[AkaiLemon's solution](#)

1795.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[AkaiLemon's solution](#)

1796.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1797.

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[AkaiLemon's solution](#)

1798.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-08-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[AkaiLemon's solution](#)

1799.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[AkaiLemon's solution](#)

1800.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[AkaiLemon's solution](#)

1801.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[AkaiLemon's solution](#)

1802.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[AkaiLemon's solution](#)

1803.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[AkaiLemon's solution](#)

1804.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: dp

[AkaiLemon's solution](#)

1805.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[AkaiLemon's solution](#)

1806.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[AkaiLemon's solution](#)

1807.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2013-11-05 · last AC: 2013-11-05 · GNU C++ (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

1808.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

1809.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[AkaiLemon's solution](#)

1810.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AkaiLemon's solution](#)

1811.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[AkaiLemon's solution](#)

1812.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[AkaiLemon's solution](#)

1813.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1814.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[AkaiLemon's solution](#)

1815.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[AkaiLemon's solution](#)

1816.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[AkaiLemon's solution](#)

1817.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[AkaiLemon's solution](#)

1818.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1819.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[AkaiLemon's solution](#)

1820.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[AkaiLemon's solution](#)

1821.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[AkaiLemon's solution](#)

1822.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[AkaiLemon's solution](#)

1823.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

1824.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[AkaiLemon's solution](#)

1825.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

1826.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[AkaiLemon's solution](#)

1827.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2024-05-09 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[AkaiLemon's solution](#)

1828.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AkaiLemon's solution](#)

1829.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AkaiLemon's solution](#)

1830.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[AkaiLemon's solution](#)

1831.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AkaiLemon's solution](#)

1832.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AkaiLemon's solution](#)

1833.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[AkaiLemon's solution](#)

1834.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

1835.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[AkaiLemon's solution](#)

1836.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[AkaiLemon's solution](#)

1837.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[AkaiLemon's solution](#)

1838.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

1839.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

1840.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[AkaiLemon's solution](#)

1841.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AkaiLemon's solution](#)

1842.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AkaiLemon's solution](#)

1843.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[AkaiLemon's solution](#)

1844.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[AkaiLemon's solution](#)

1845.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[AkaiLemon's solution](#)

1846.

1183E

[Subsequences \(easy version\) · Tutorial](#)

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[AkaiLemon's solution](#)

1847.

1862G

[The Great Equalizer · Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[AkaiLemon's solution](#)

1848.

895C

[Square Subsets · Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AkaiLemon's solution](#)

1849.

1841D

[Pairs of Segments · Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1850.

1288D

[Minimax Problem · Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[AkaiLemon's solution](#)

1851.

1567D

[Expression Evaluation Error · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

1852.

1493C

[K-beautiful Strings · Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

1853.

1244E

[Minimizing Difference · Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[AkaiLemon's solution](#)

1854.

1380D

[Berserk And Fireball · Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[AkaiLemon's solution](#)

1855.

1391D

[505 · Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, implementation

[AkaiLemon's solution](#)

1856.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[AkaiLemon's solution](#)

1857.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

1858.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AkaiLemon's solution](#)

1859.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AkaiLemon's solution](#)

1860.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

1861.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[AkaiLemon's solution](#)

1862.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

1863.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AkaiLemon's solution](#)

1864.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[AkaiLemon's solution](#)

1865.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[AkaiLemon's solution](#)

1866.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[AkaiLemon's solution](#)

1867.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AkaiLemon's solution](#)

1868.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[AkaiLemon's solution](#)

1869.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[AkaiLemon's solution](#)

1870.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

1871.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[AkaiLemon's solution](#)

1872.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[AkaiLemon's solution](#)

1873.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[AkaiLemon's solution](#)

1874.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AkaiLemon's solution](#)

1875.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[AkaiLemon's solution](#)

1876.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1877.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[AkaiLemon's solution](#)

1878.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1879.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AkaiLemon's solution](#)

1880.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[AkaiLemon's solution](#)

1881.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[AkaiLemon's solution](#)

1882.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AkaiLemon's solution](#)

1883.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

1884.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[AkaiLemon's solution](#)

1885.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[AkaiLemon's solution](#)

1886.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1887.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[AkaiLemon's solution](#)

1888.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AkaiLemon's solution](#)

1889.

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

[AkaiLemon's solution](#)

1890.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[AkaiLemon's solution](#)

1891.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1892.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[AkaiLemon's solution](#)

1893.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[AkaiLemon's solution](#)

1894.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

1895.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[AkaiLemon's solution](#)

1896.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[AkaiLemon's solution](#)

1897.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AkaiLemon's solution](#)

1898.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

1899.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[AkaiLemon's solution](#)

1900.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[AkaiLemon's solution](#)

1901.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[AkaiLemon's solution](#)

1902.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AkaiLemon's solution](#)

1903.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[AkaiLemon's solution](#)

1904.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · last AC: 2018-12-10 · GNU C++11 (first AC) · Tags: math

[AkaiLemon's solution](#)

1905.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

1906.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

1907.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy

[AkaiLemon's solution](#)

1908.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

1909.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)

1910.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[AkaiLemon's solution](#)

1911.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[AkaiLemon's solution](#)

1912.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[AkaiLemon's solution](#)

1913.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[AkaiLemon's solution](#)

1914.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings

[AkaiLemon's solution](#)

1915.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

1916.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[AkaiLemon's solution](#)

1917.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[AkaiLemon's solution](#)

1918.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[AkaiLemon's solution](#)

1919.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[AkaiLemon's solution](#)

1920.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[AkaiLemon's solution](#)

1921.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-06 · last AC: 2014-03-06 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[AkaiLemon's solution](#)

1922.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1923.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[AkaiLemon's solution](#)

1924.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

1925.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[AkaiLemon's solution](#)

1926.

381E

[Sereja and Brackets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures

[AkaiLemon's solution](#)

1927.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1928.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 2100 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[AkaiLemon's solution](#)

1929.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

1930.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[AkaiLemon's solution](#)

1931.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[AkaiLemon's solution](#)

1932.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-07 · last AC: 2025-10-23 · GNU C++ (first AC) · Tags: data structures

[AkaiLemon's solution](#)

1933.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

1934.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[AkaiLemon's solution](#)

1935.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[AkaiLemon's solution](#)

1936.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[AkaiLemon's solution](#)

1937.

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

[AkaiLemon's solution](#)

1938.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[AkaiLemon's solution](#)

1939.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[AkaiLemon's solution](#)

1940.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[AkaiLemon's solution](#)

1941.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AkaiLemon's solution](#)

1942.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[AkaiLemon's solution](#)

1943.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-09 · last AC: 2024-07-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[AkaiLemon's solution](#)

1944.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[AkaiLemon's solution](#)

1945.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[AkaiLemon's solution](#)

1946.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

1947.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)

1948.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AkaiLemon's solution](#)

1949.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[AkaiLemon's solution](#)

1950.

355E

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[AkaiLemon's solution](#)

1951.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[AkaiLemon's solution](#)

1952.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AkaiLemon's solution](#)

1953.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[AkaiLemon's solution](#)

1954.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
[AkaiLemon's solution](#)

1955.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

1956.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[AkaiLemon's solution](#)

1957.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[AkaiLemon's solution](#)

1958.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[AkaiLemon's solution](#)

1959.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[AkaiLemon's solution](#)

1960.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[AkaiLemon's solution](#)

1961.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[AkaiLemon's solution](#)

1962.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

1963.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AkaiLemon's solution](#)

1964.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[AkaiLemon's solution](#)

1965.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AkaiLemon's solution](#)

1966.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[AkaiLemon's solution](#)

1967.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[AkaiLemon's solution](#)

1968.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[AkaiLemon's solution](#)

1969.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[AkaiLemon's solution](#)

1970.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[AkaiLemon's solution](#)

1971.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

1972.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[AkaiLemon's solution](#)

1973.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[AkaiLemon's solution](#)

1974.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

1975.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[AkaiLemon's solution](#)

1976.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[AkaiLemon's solution](#)

1977.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AkaiLemon's solution](#)

1978.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AkaiLemon's solution](#)

1979.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[AkaiLemon's solution](#)

1980.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1981.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AkaiLemon's solution](#)

1982.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[AkaiLemon's solution](#)

1983.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[AkaiLemon's solution](#)

1984.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[AkaiLemon's solution](#)

1985.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

1986.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AkaiLemon's solution](#)

1987.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[AkaiLemon's solution](#)

1988.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[AkaiLemon's solution](#)

1989.

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

[AkaiLemon's solution](#)

1990.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[AkaiLemon's solution](#)

1991.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

1992.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[AkaiLemon's solution](#)

1993.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[AkaiLemon's solution](#)

1994.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[AkaiLemon's solution](#)

1995.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[AkaiLemon's solution](#)

1996.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AkaiLemon's solution](#)

1997.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

1998.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AkaiLemon's solution](#)

1999.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2000.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2001.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[AkaiLemon's solution](#)

2002.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[AkaiLemon's solution](#)

2003.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy

[AkaiLemon's solution](#)

2004.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[AkaiLemon's solution](#)

2005.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[AkaiLemon's solution](#)

2006.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: dp, math, matrices

[AkaiLemon's solution](#)

2007.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

2008.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[AkaiLemon's solution](#)

2009.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dp, trees

[AkaiLemon's solution](#)

2010.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[AkaiLemon's solution](#)

2011.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: binary search, dfs and similar

[AkaiLemon's solution](#)

2012.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

2013.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dp

[AkaiLemon's solution](#)

2014.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2015-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[AkaiLemon's solution](#)

2015.

591D

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: geometry

[AkaiLemon's solution](#)

2016.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[AkaiLemon's solution](#)

2017.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AkaiLemon's solution](#)

2018.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2019.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number

theory, trees

[AkaiLemon's solution](#)

2020.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures

[AkaiLemon's solution](#)

2021.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-14 · last AC: 2013-12-14 · GNU C++ (first AC) · Tags: data structures, dp, math

[AkaiLemon's solution](#)

2022.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

2023.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[AkaiLemon's solution](#)

2024.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[AkaiLemon's solution](#)

2025.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[AkaiLemon's solution](#)

2026.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[AkaiLemon's solution](#)

2027.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2028.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AkaiLemon's solution](#)

2029.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[AkaiLemon's solution](#)

2030.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[AkaiLemon's solution](#)

2031.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[AkaiLemon's solution](#)

2032.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[AkaiLemon's solution](#)

2033.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[AkaiLemon's solution](#)

2034.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[AkaiLemon's solution](#)

2035.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[AkaiLemon's solution](#)

2036.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[AkaiLemon's solution](#)

2037.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[AkaiLemon's solution](#)

2038.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[AkaiLemon's solution](#)

2039.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2040.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AkaiLemon's solution](#)

2041.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[AkaiLemon's solution](#)

2042.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AkaiLemon's solution](#)

2043.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[AkaiLemon's solution](#)

2044.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[AkaiLemon's solution](#)

2045.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[AkaiLemon's solution](#)

2046.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AkaiLemon's solution](#)

2047.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[AkaiLemon's solution](#)

2048.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AkaiLemon's solution](#)

2049.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, sortings

[AkaiLemon's solution](#)

2050.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AkaiLemon's solution](#)

2051.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[AkaiLemon's solution](#)

2052.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[AkaiLemon's solution](#)

2053.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

2054.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[AkaiLemon's solution](#)

2055.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[AkaiLemon's solution](#)

2056.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[AkaiLemon's solution](#)

2057.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

2058.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2059.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2060.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[AkaiLemon's solution](#)

2061.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2062.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AkaiLemon's solution](#)

2063.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[AkaiLemon's solution](#)

2064.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AkaiLemon's solution](#)

2065.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AkaiLemon's solution](#)

2066.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2067.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[AkaiLemon's solution](#)

2068.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

2069.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[AkaiLemon's solution](#)

2070.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[AkaiLemon's solution](#)

2071.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2072.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AkaiLemon's solution](#)

2073.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[AkaiLemon's solution](#)

2074.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AkaiLemon's solution](#)

2075.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[AkaiLemon's solution](#)

2076.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[AkaiLemon's solution](#)

2077.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[AkaiLemon's solution](#)

2078.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

2079.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[AkaiLemon's solution](#)

2080.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[AkaiLemon's solution](#)

2081.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[AkaiLemon's solution](#)

2082.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AkaiLemon's solution](#)

2083.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[AkaiLemon's solution](#)

2084.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

2085.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[AkaiLemon's solution](#)

2086.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AkaiLemon's solution](#)

2087.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[AkaiLemon's solution](#)

2088.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[AkaiLemon's solution](#)

2089.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[AkaiLemon's solution](#)

2090.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[AkaiLemon's solution](#)

2091.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AkaiLemon's solution](#)

2092.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[AkaiLemon's solution](#)

2093.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AkaiLemon's solution](#)

2094.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AkaiLemon's solution](#)

2095.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AkaiLemon's solution](#)

2096.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[AkaiLemon's solution](#)

2097.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[AkaiLemon's solution](#)

2098.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[AkaiLemon's solution](#)

2099.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[AkaiLemon's solution](#)

2100.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[AkaiLemon's solution](#)

2101.

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

[AkaiLemon's solution](#)

2102.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[AkaiLemon's solution](#)

2103.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AkaiLemon's solution](#)

2104.

1468A

[LaS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AkaiLemon's solution](#)

2105.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[AkaiLemon's solution](#)

2106.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[AkaiLemon's solution](#)

2107.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[AkaiLemon's solution](#)

2108.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AkaiLemon's solution](#)

2109.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[AkaiLemon's solution](#)

2110.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2111.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

2112.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[AkaiLemon's solution](#)

2113.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[AkaiLemon's solution](#)

2114.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[AkaiLemon's solution](#)

2115.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

2116.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[AkaiLemon's solution](#)

2117.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[AkaiLemon's solution](#)

2118.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-11 · last AC: 2016-07-11 · GNU C++ (first AC) · Tags: trees

[AkaiLemon's solution](#)

2119.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-11 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[AkaiLemon's solution](#)

2120.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2121.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[AkaiLemon's solution](#)

2122.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AkaiLemon's solution](#)

2123.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · last AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

2124.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

2125.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[AkaiLemon's solution](#)

2126.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[AkaiLemon's solution](#)

2127.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[AkaiLemon's solution](#)

2128.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[AkaiLemon's solution](#)

2129.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2130.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[AkaiLemon's solution](#)

2131.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[AkaiLemon's solution](#)

2132.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[AkaiLemon's solution](#)

2133.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[AkaiLemon's solution](#)

2134.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[AkaiLemon's solution](#)

2135.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[AkaiLemon's solution](#)

2136.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[AkaiLemon's solution](#)

2137.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[AkaiLemon's solution](#)

2138.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[AkaiLemon's solution](#)

2139.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

dsu, graphs, implementation, math, trees

[AkaiLemon's solution](#)

2140.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

2141.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[AkaiLemon's solution](#)

2142.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[AkaiLemon's solution](#)

2143.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[AkaiLemon's solution](#)

2144.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AkaiLemon's solution](#)

2145.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AkaiLemon's solution](#)

2146.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AkaiLemon's solution](#)

2147.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[AkaiLemon's solution](#)

2148.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AkaiLemon's solution](#)

2149.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

2150.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

2151.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AkaiLemon's solution](#)

2152.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[AkaiLemon's solution](#)

2153.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2154.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[AkaiLemon's solution](#)

2155.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[AkaiLemon's solution](#)

2156.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[AkaiLemon's solution](#)

2157.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[AkaiLemon's solution](#)

2158.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AkaiLemon's solution](#)

2159.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AkaiLemon's solution](#)

2160.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AkaiLemon's solution](#)

2161.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[AkaiLemon's solution](#)

2162.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[AkaiLemon's solution](#)

2163.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[AkaiLemon's solution](#)

2164.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[AkaiLemon's solution](#)

2165.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AkaiLemon's solution](#)

2166.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[AkaiLemon's solution](#)

2167.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[AkaiLemon's solution](#)

2168.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2169.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[AkaiLemon's solution](#)

2170.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[AkaiLemon's solution](#)

2171.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[AkaiLemon's solution](#)

2172.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[AkaiLemon's solution](#)

2173.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AkaiLemon's solution](#)

2174.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AkaiLemon's solution](#)

2175.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[AkaiLemon's solution](#)

2176.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AkaiLemon's solution](#)

2177.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AkaiLemon's solution](#)

2178.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy, sortings

[AkaiLemon's solution](#)

2179.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[AkaiLemon's solution](#)

2180.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AkaiLemon's solution](#)

2181.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[AkaiLemon's solution](#)

2182.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[AkaiLemon's solution](#)

2183.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[AkaiLemon's solution](#)

2184.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[AkaiLemon's solution](#)

2185.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

2186.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[AkaiLemon's solution](#)

2187.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[AkaiLemon's solution](#)

2188.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force,

combinatorics, math, number theory, two pointers

[AkaiLemon's solution](#)

2189.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[AkaiLemon's solution](#)

2190.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[AkaiLemon's solution](#)

2191.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AkaiLemon's solution](#)

2192.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[AkaiLemon's solution](#)

2193.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[AkaiLemon's solution](#)

2194.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AkaiLemon's solution](#)

2195.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AkaiLemon's solution](#)

2196.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[AkaiLemon's solution](#)

2197.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

2198.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[AkaiLemon's solution](#)

2199.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[AkaiLemon's solution](#)

2200.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[AkaiLemon's solution](#)

2201.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[AkaiLemon's solution](#)

2202.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: graphs, implementation

[AkaiLemon's solution](#)

2203.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

[AkaiLemon's solution](#)

2204.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: flows, graphs

[AkaiLemon's solution](#)

2205.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[AkaiLemon's solution](#)

2206.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[AkaiLemon's solution](#)

2207.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[AkaiLemon's solution](#)

2208.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[AkaiLemon's solution](#)

2209.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

2210.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[AkaiLemon's solution](#)

2211.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

2212.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[AkaiLemon's solution](#)

2213.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, trees

[AkaiLemon's solution](#)

2214.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: math, matrices

[AkaiLemon's solution](#)

2215.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[AkaiLemon's solution](#)

2216.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[AkaiLemon's solution](#)

2217.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[AkaiLemon's solution](#)

2218.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AkaiLemon's solution](#)

2219.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[AkaiLemon's solution](#)**2220.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AkaiLemon's solution](#)**2221.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[AkaiLemon's solution](#)**2222.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[AkaiLemon's solution](#)**2223.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AkaiLemon's solution](#)**2224.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[AkaiLemon's solution](#)**2225.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[AkaiLemon's solution](#)**2226.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[AkaiLemon's solution](#)**2227.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[AkaiLemon's solution](#)**2228.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[AkaiLemon's solution](#)

2229.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[AkaiLemon's solution](#)

2230.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[AkaiLemon's solution](#)

2231.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[AkaiLemon's solution](#)

2232.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[AkaiLemon's solution](#)

2233.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[AkaiLemon's solution](#)

2234.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AkaiLemon's solution](#)

2235.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AkaiLemon's solution](#)

2236.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2237.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[AkaiLemon's solution](#)

2238.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · last AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2239.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2240.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AkaiLemon's solution](#)

2241.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[AkaiLemon's solution](#)

2242.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AkaiLemon's solution](#)

2243.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

2244.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AkaiLemon's solution](#)

2245.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AkaiLemon's solution](#)

2246.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[AkaiLemon's solution](#)

2247.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[AkaiLemon's solution](#)

2248.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AkaiLemon's solution](#)

2249.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AkaiLemon's solution](#)

2250.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AkaiLemon's solution](#)

2251.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[AkaiLemon's solution](#)

2252.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[AkaiLemon's solution](#)

2253.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[AkaiLemon's solution](#)

2254.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[AkaiLemon's solution](#)

2255.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[AkaiLemon's solution](#)

2256.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[AkaiLemon's solution](#)

2257.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

2258.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[AkaiLemon's solution](#)

2259.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[AkaiLemon's solution](#)

2260.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[AkaiLemon's solution](#)

2261.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[AkaiLemon's solution](#)

2262.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[AkaiLemon's solution](#)

2263.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[AkaiLemon's solution](#)

2264.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[AkaiLemon's solution](#)

2265.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AkaiLemon's solution](#)

2266.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[AkaiLemon's solution](#)

2267.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[AkaiLemon's solution](#)

2268.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[AkaiLemon's solution](#)

2269.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[AkaiLemon's solution](#)

2270.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2271.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[AkaiLemon's solution](#)

2272.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[AkaiLemon's solution](#)

2273.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

2274.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[AkaiLemon's solution](#)

2275.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[AkaiLemon's solution](#)

2276.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[AkaiLemon's solution](#)

2277.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[AkaiLemon's solution](#)

2278.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[AkaiLemon's solution](#)

2279.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[AkaiLemon's solution](#)

2280.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[AkaiLemon's solution](#)

2281.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AkaiLemon's solution](#)

2282.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[AkaiLemon's solution](#)

2283.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[AkaiLemon's solution](#)

2284.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[AkaiLemon's solution](#)

2285.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[AkaiLemon's solution](#)

2286.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[AkaiLemon's solution](#)

2287.

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

[AkaiLemon's solution](#)

2288.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[AkaiLemon's solution](#)

2289.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2290.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[AkaiLemon's solution](#)

2291.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[AkaiLemon's solution](#)

2292.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[AkaiLemon's solution](#)

2293.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[AkaiLemon's solution](#)

2294.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: hashing, trees

[AkaiLemon's solution](#)

2295.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[AkaiLemon's solution](#)

2296.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2297.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

2298.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2299.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[AkaiLemon's solution](#)

2300.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2016-07-12 · last AC: 2016-07-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[AkaiLemon's solution](#)

2301.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[AkaiLemon's solution](#)

2302.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[AkaiLemon's solution](#)

2303.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2304.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[AkaiLemon's solution](#)

2305.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[AkaiLemon's solution](#)

2306.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[AkaiLemon's solution](#)

2307.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[AkaiLemon's solution](#)

2308.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[AkaiLemon's solution](#)

2309.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AkaiLemon's solution](#)

2310.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[AkaiLemon's solution](#)

2311.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AkaiLemon's solution](#)

2312.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[AkaiLemon's solution](#)

2313.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[AkaiLemon's solution](#)

2314.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[AkaiLemon's solution](#)

2315.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[AkaiLemon's solution](#)

2316.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[AkaiLemon's solution](#)

2317.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[AkaiLemon's solution](#)

2318.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[AkaiLemon's solution](#)

2319.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AkaiLemon's solution](#)

2320.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AkaiLemon's solution](#)

2321.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

2322.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AkaiLemon's solution](#)

2323.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AkaiLemon's solution](#)

2324.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AkaiLemon's solution](#)

2325.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AkaiLemon's solution](#)

2326.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[AkaiLemon's solution](#)

2327.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AkaiLemon's solution](#)

2328.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AkaiLemon's solution](#)

2329.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AkaiLemon's solution](#)

2330.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[AkaiLemon's solution](#)

2331.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[AkaiLemon's solution](#)

2332.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[AkaiLemon's solution](#)

2333.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[AkaiLemon's solution](#)

2334.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[AkaiLemon's solution](#)

2335.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[AkaiLemon's solution](#)

2336.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[AkaiLemon's solution](#)

2337.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[AkaiLemon's solution](#)

2338.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[AkaiLemon's solution](#)

2339.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AkaiLemon's solution](#)

2340.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[AkaiLemon's solution](#)

2341.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[AkaiLemon's solution](#)

2342.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[AkaiLemon's solution](#)

2343.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AkaiLemon's solution](#)

2344.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[AkaiLemon's solution](#)

2345.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AkaiLemon's solution](#)

2346.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AkaiLemon's solution](#)

2347.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[AkaiLemon's solution](#)

2348.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[AkaiLemon's solution](#)

2349.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[AkaiLemon's solution](#)

2350.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AkaiLemon's solution](#)

2351.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[AkaiLemon's solution](#)

2352.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[AkaiLemon's solution](#)

2353.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[AkaiLemon's solution](#)

2354.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: dp

[AkaiLemon's solution](#)

2355.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

2356.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[AkaiLemon's solution](#)

2357.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2358.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[AkaiLemon's solution](#)

2359.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[AkaiLemon's solution](#)

2360.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[AkaiLemon's solution](#)

2361.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[AkaiLemon's solution](#)

2362.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[AkaiLemon's solution](#)

2363.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AkaiLemon's solution](#)

2364.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-09 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[AkaiLemon's solution](#)

2365.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AkaiLemon's solution](#)

2366.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[AkaiLemon's solution](#)

2367.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[AkaiLemon's solution](#)

2368.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[AkaiLemon's solution](#)

2369.

1957F1

[Frequency Mismatch \(Easy Version\) · Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[AkaiLemon's solution](#)

2370.

631E

[Product Sum · Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[AkaiLemon's solution](#)

2371.

1905F

[Field Should Not Be Empty · Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[AkaiLemon's solution](#)

2372.

1906B

[Button Pressing · Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[AkaiLemon's solution](#)

2373.

1898F

[Vova Escapes the Matrix · Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[AkaiLemon's solution](#)

2374.

1893D

[Colorful Constructive · Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AkaiLemon's solution](#)

2375.

1325E

[Ehab's REAL Number Theory Problem · Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[AkaiLemon's solution](#)

2376.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[AkaiLemon's solution](#)

2377.

321E

[Ciel and Gondolas · Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[AkaiLemon's solution](#)

2378.

1805F1

[Survival of the Weakest \(easy version\) · Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[AkaiLemon's solution](#)

2379.

1793E

[Velevin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AkaiLemon's solution](#)

2380.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[AkaiLemon's solution](#)

2381.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[AkaiLemon's solution](#)

2382.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[AkaiLemon's solution](#)

2383.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[AkaiLemon's solution](#)

2384.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[AkaiLemon's solution](#)

2385.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[AkaiLemon's solution](#)

2386.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[AkaiLemon's solution](#)

2387.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[AkaiLemon's solution](#)

2388.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[AkaiLemon's solution](#)

2389.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[AkaiLemon's solution](#)

2390.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[AkaiLemon's solution](#)

2391.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AkaiLemon's solution](#)

2392.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[AkaiLemon's solution](#)

2393.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[AkaiLemon's solution](#)

2394.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[AkaiLemon's solution](#)

2395.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[AkaiLemon's solution](#)

2396.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[AkaiLemon's solution](#)

2397.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[AkaiLemon's solution](#)

2398.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[AkaiLemon's solution](#)

2399.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[AkaiLemon's solution](#)

2400.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[AkaiLemon's solution](#)

2401.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[AkaiLemon's solution](#)

2402.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AkaiLemon's solution](#)

2403.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AkaiLemon's solution](#)

2404.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[AkaiLemon's solution](#)

2405.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AkaiLemon's solution](#)

2406.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[AkaiLemon's solution](#)

2407.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[AkaiLemon's solution](#)

2408.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[AkaiLemon's solution](#)

2409.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[AkaiLemon's solution](#)

2410.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[AkaiLemon's solution](#)

2411.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[AkaiLemon's solution](#)

2412.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AkaiLemon's solution](#)

2413.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[AkaiLemon's solution](#)

2414.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[AkaiLemon's solution](#)

2415.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory

[AkaiLemon's solution](#)

2416.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

2417.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AkaiLemon's solution](#)

2418.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[AkaiLemon's solution](#)

2419.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[AkaiLemon's solution](#)

2420.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[AkaiLemon's solution](#)

2421.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[AkaiLemon's solution](#)

2422.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[AkaiLemon's solution](#)

2423.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AkaiLemon's solution](#)

2424.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AkaiLemon's solution](#)

2425.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AkaiLemon's solution](#)

2426.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AkaiLemon's solution](#)

2427.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[AkaiLemon's solution](#)

2428.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two

pointers

[AkaiLemon's solution](#)

2429.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[AkaiLemon's solution](#)

2430.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory

[AkaiLemon's solution](#)

2431.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[AkaiLemon's solution](#)

2432.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[AkaiLemon's solution](#)

2433.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AkaiLemon's solution](#)

2434.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[AkaiLemon's solution](#)

2435.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[AkaiLemon's solution](#)

2436.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[AkaiLemon's solution](#)

2437.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-01-14 · last AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AkaiLemon's solution](#)

2438.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AkaiLemon's solution](#)

2439.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AkaiLemon's solution](#)

2440.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[AkaiLemon's solution](#)

2441.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[AkaiLemon's solution](#)

2442.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[AkaiLemon's solution](#)

2443.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[AkaiLemon's solution](#)

2444.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[AkaiLemon's solution](#)

2445.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[AkaiLemon's solution](#)

2446.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[AkaiLemon's solution](#)

2447.

106503A

[Hello, SCNUCPC!](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2448.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

greedy, math, two pointers

[AkaiLemon's solution](#)

2449.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,477 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[AkaiLemon's solution](#)

2450.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,982 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AkaiLemon's solution](#)

2451.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,090 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AkaiLemon's solution](#)

2452.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AkaiLemon's solution](#)

2453.

2222D

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

Quality: 3,181 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[AkaiLemon's solution](#)

2454.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[AkaiLemon's solution](#)

2455.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AkaiLemon's solution](#)

2456.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AkaiLemon's solution](#)

2457.

106404E

[Finding Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2458.

106404J

[Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2459.

106404I

[Tiger Textbooks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2460.

106404H

[Volcanic Islands](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2461.

106404D

[Boots n' Jetpacks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2462.

106404G

[Alien Attack](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2463.

106404C

[Alien Attack \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2464.

106404B

[Toggling Flips](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2465.

106404A

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2466.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[AkaiLemon's solution](#)

2467.

103870R

[Rock Paper Scissors \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · last AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2468.

103870K

[Rock Paper Scissors \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2469.

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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104976J

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104857K

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104857B

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104857J

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2486.

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104857E

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2501.

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[vout Nag Y'rizE-Æ](#)

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2502.

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2507.

105992E

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2512.

106014F

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106014E

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106014D

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2515.

106014C1

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Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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105930L

[Stella](#) · [Tutorial](#)

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2562.

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2563.

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Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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105805D

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Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2587.

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2588.

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2589.

105805A

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

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2590.

105622G

[Crown](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2591.

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2592.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2593.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2594.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2595.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2596.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2597.

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2598.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2599.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2600.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2601.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2602.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2603.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2604.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2605.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2606.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2607.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2608.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2609.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2610.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2611.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2612.

105386C

[Stop the Castle 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2613.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2614.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2615.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2616.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2617.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2618.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2619.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2620.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2621.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2622.

105385L

[Intersection of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2623.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2624.

105385M

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

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2625.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2626.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2627.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2628.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2629.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2630.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2631.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2632.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2633.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2634.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2635.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2636.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2637.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2638.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2639.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2640.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2641.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2642.

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2643.

105336E

[Ternary](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2644.

105336I

[b-UgN](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2645.

105336G

[uTArgQm](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2646.

105336B

[Q & A Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2647.

105336D

[xTb%ãx Vh](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2648.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2649.

105336K

[SÖtörp8b](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2650.

105336L

[•Quŕia •\[](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2651.

105264B

[Depth Range Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2652.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2653.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2654.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2655.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2656.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2657.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2658.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2659.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2660.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2661.

105270E

[Not a Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2662.

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2663.

104417F

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

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2664.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2665.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2666.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2667.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2668.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2669.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2670.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2671.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2672.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2673.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2674.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2675.

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · Kotlin 1.7 (first AC) · Tags: *special, data structures

[AkaiLemon's solution](#)

2676.

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: *special, brute force, sortings

[AkaiLemon's solution](#)

2677.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: *special, dp

[AkaiLemon's solution](#)

2678.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, strings

[AkaiLemon's solution](#)

2679.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: *special

[AkaiLemon's solution](#)

2680.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[AkaiLemon's solution](#)

2681.

1959B

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

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: *special, implementation, strings

[AkaiLemon's solution](#)

2682.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[AkaiLemon's solution](#)

2683.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2684.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2685.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2686.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2687.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2688.

104725F

[g T N S G \[P ^ R](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2689.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2690.

104725L

[Q108b](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2691.

104725A

[u7421eQ•N](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2692.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2693.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2694.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2695.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2696.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2697.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2698.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2699.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2700.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2701.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2702.**

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)**2703.**

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2704.**

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2705.**

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2706.**

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2707.**

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2708.**

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2709.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2710.**

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)**2711.**

104522F

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2712.

104522I

[Friend Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2713.

104522K

[Roses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2714.

104522G

[Jack-o'-Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2715.

103886O

[Vista \(Cereal Mountains II\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2716.

103886L

[Fossil Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2717.

103886K

[Terraforming](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2718.

103886J

[Cereal Grids](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2719.

103886I

[Smuggling Cereal](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2720.

103886H

[Bombs and Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2721.

103886G

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2722.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2723.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2724.

103886D

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

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2725.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2726.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2727.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2728.

104471F

[Happy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2729.

104471D

[Array Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2730.

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2731.

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2732.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2733.

104443G

[Qpert pg yep](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2734.

104443D

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

Rating: — · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2735.

104443B

[Smaller than 100](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2736.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2737.

104369G

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

Rating: — · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2738.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2739.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2740.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2741.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2742.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2743.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2744.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AkaiLemon's solution](#)

2745.

104369A

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

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2746.

104355F

[Introduction NPW](#):

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2747.

104355E

[Q1 tutorial](#)

Rating: — · first AC: 2023-05-21 · last AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2748.

104355D

[p1 tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · Clang++17 Diagnostics (first AC) · Tags: —

[AkaiLemon's solution](#)

2749.

104355C

[Y1 tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2750.

104355B

[S1 tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2751.

104355A

[Y1 tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2752.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2753.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2754.

104160A

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

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2755.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2756.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2757.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2758.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2759.

104337H

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

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2760.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2761.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2762.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2763.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2764.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2765.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2766.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2767.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2768.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2769.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2770.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2771.

104128I

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

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2772.

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2773.

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2774.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2775.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2776.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2777.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2778.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2779.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2780.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2781.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2782.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2783.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2784.

104317B

[Bespread with chequers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2785.

104317A

[Antiamuny wants to learn binary search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2786.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2787.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2788.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2789.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2790.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AkaiLemon's solution](#)

2791.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[AkaiLemon's solution](#)

2792.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[AkaiLemon's solution](#)

2793.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[AkaiLemon's solution](#)

2794.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[AkaiLemon's solution](#)

2795.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[AkaiLemon's solution](#)

2796.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings

[AkaiLemon's solution](#)

2797.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2798.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2799.

104081K

[Totals](#)

Rating: — · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2800.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2801.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2802.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2803.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2804.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2805.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2806.

104081E

[waffle](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2807.

104081C

[mKiffal](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2808.

104081J

[tKena](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2809.

104081G

[cTubSa](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2810.

104081H

[cDtenyNKeA](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2811.

104081B

[Use T-Sort](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2812.

104081L

[Two, ha!](#)

Rating: — · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2813.

104081I

[Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2814.

104081F

[OMG! - CE ~](#)

Rating: — · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2815.

104081A

[Q1E1R1R](#)

Rating: — · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2816.

103415C

[Necklace · Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2817.

103415I

[Pudding Store · Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2818.

103415H

[Three Integers · Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2819.

102055B

[Balance of the Force · Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2820.

102055L

[Ultra Weak Goldbach's Conjecture · Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2821.

104008L

[Largest Unique Wins · Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2822.

104008J

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2823.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2824.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2825.

104008C

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

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2826.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2827.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2828.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2829.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2830.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2831.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2832.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2833.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2834.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2835.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[AkaiLemon's solution](#)

2836.

103409D

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

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2837.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2838.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2839.

103389J

[g YgC! rize-Æ](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2840.

103389D

[OTUSi](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2841.

103389C

[Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2842.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2843.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2844.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2845.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2846.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2847.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2848.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2849.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2850.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2851.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2852.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2853.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2854.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2855.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2856.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2857.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2858.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2859.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2860.

103049C

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

Rating: — · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2861.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · last AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2862.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2863.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2864.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[AkaiLemon's solution](#)

2865.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2866.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2867.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2868.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2869.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2870.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2871.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2872.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: —

[AkaiLemon's solution](#)

2873.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2874.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2875.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2876.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2877.

102606E

[Even Degree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2878.

102606H

[Heat Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2879.

102606D

[Decay of Signals](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · last AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2880.

102606C

[Coronavirus Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2881.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2882.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2883.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2884.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2885.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2886.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · last AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2887.

102606I

[Idiotic Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2888.

102606F

[Find / -type f -or -type d](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2889.

102606A

[Amateur Chess Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2890.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · last AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2891.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2892.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2893.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2894.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2895.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2896.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2897.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2898.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2899.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2900.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2901.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2902.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-17 · UnknownX (first AC) · Tags: *special

[AkaiLemon's solution](#)

2903.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AkaiLemon's solution](#)

2904.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[AkaiLemon's solution](#)

2905.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[AkaiLemon's solution](#)

2906.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[AkaiLemon's solution](#)

2907.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AkaiLemon's solution](#)

2908.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2909.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2910.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2911.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2912.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2913.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2914.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · last AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2915.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2916.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · Go (first AC) · Tags: —

[AkaiLemon's solution](#)

2917.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · Go (first AC) · Tags: —

[AkaiLemon's solution](#)

2918.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · Go (first AC) · Tags: —

[AkaiLemon's solution](#)

2919.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2920.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2921.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2922.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2923.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2924.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2925.

102365B

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

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2926.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2927.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2928.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2929.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2930.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2931.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2932.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2933.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2934.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2935.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2936.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2937.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2938.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2939.

102190C

[Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2940.

102190B

[Tutorial](#)

Rating: — · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2941.

102190L

[Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2942.

102190H

[Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2943.

102190F

[Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2944.

102190A

[Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2945.

102202B

[Gosu](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2946.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[AkaiLemon's solution](#)

2947.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2948.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2949.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2950.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2951.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2952.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2953.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2954.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2955.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2956.

101798C

[Forest \(A\) - Egg](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2957.

101798B

[Two Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2958.

101798A

[Two Fashillows](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2959.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2960.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2961.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2962.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2963.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2964.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2965.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2966.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2967.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2968.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · last AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2969.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2970.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2971.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2972.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2973.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2974.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2975.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2976.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2977.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2978.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2979.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2980.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2981.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2982.

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2983.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2984.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2985.

101102I

[Simple Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2986.

101102J

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

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2987.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · last AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2988.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2989.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2990.

101223B

[Fighting the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2991.

101223D

[Beach Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2992.

101223C

[Manic Moving](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2993.

101223A

[Pie Progress](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2994.

101222C

[Fighting the Zombie](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2995.

101222B

[Lazy Loading](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2996.

101222A

[Progress Pie](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2997.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2998.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

2999.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

3000.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[AkaiLemon's solution](#)

3001.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3002.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3003.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3004.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3005.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3006.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3007.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3008.

101061K

[Army](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3009.

101061C

[Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-19 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3010.

101061G

[Repeat it](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-19 · last AC: 2016-08-19 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3011.

101061F

[Fairness](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3012.

101061J

[Cola](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · last AC: 2016-08-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3013.

101061I

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

Rating: — · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3014.

101061D

[Max or Min .. that is the question!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3015.

101061B

[RGB plants](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3016.

101061A

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3017.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3018.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3019.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3020.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3021.

100889B

[Backward and Forward](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3022.

100889A

[A Beautiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3023.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3024.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3025.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3026.

100733I

[The Cool Monkeys](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3027.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3028.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3029.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3030.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3031.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3032.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3033.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3034.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3035.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3036.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3037.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3038.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3039.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3040.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3041.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3042.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3043.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3044.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3045.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3046.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3047.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3048.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)

3049.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[AkaiLemon's solution](#)