CF Elite Tracker

https://cfelitetracker.vercel.app

Unique solved — AlRntn

Links: problem (problemset), Tutorial, submission (first AC).
Sort: Problem rating · easier first
Filters: none
Count: 3,263

1.
802G1
Fake News (easy) · Tutorial
Quality: 8,142 global accepts · Rating: 800 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

2.
2218A
The 67th Integer Problem · Tutorial
Quality: 34,911 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math
AlRntn's solution

3.
2218B
The 67th 6-7 Integer Problem · Tutorial
Quality: 33,676 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

4.
2218C
The 67th Permutation Problem · Tutorial
Quality: 26,426 global accepts · Rating: 800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

5.
1512A
Spy Detected! · Tutorial
Quality: 80,095 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

6.
581A
Vasya the Hipster · Tutorial
Quality: 84,958 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

7.
155A
I_love_\%username\% · Tutorial
Quality: 93,666 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

8.
1863A
Channel · Tutorial
Quality: 18,873 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

9.
1864A
Increasing and Decreasing · Tutorial
Quality: 21,420 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

10.
1624A
Plus One on the Subset · Tutorial
Quality: 60,271 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

11.
1370A
Maximum GCD · Tutorial
Quality: 64,473 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
AlRntn's solution

12.
703A
Mishka and Game · Tutorial
Quality: 66,587 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

13.
1858A
Buttons · Tutorial
Quality: 66,343 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
AlRntn's solution

14.
1374A
Required Remainder · Tutorial
Quality: 64,181 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

15.
80A
Panoramix's Prediction · Tutorial
Quality: 66,306 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

16.
1343B
Balanced Array · Tutorial
Quality: 65,134 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

17.
9A
Die Roll · Tutorial
Quality: 69,673 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities
AlRntn's solution

18.
1399A
Remove Smallest · Tutorial
Quality: 80,593 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

19.
1409A
Yet Another Two Integers Problem · Tutorial
Quality: 80,425 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

20.
472A
Design Tutorial: Learn from Math · Tutorial
Quality: 70,773 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

21.
630A
Again Twenty Five! · Tutorial
Quality: 93,511 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: number theory
AlRntn's solution

22.
996A
Hit the Lottery · Tutorial
Quality: 118,368 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

23.
2200B
Deletion Sort · Tutorial
Quality: 25,470 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings
AlRntn's solution

24.
2200A
Eating Game · Tutorial
Quality: 28,125 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

25.
2205B
Simons and Cakes for Success · Tutorial
Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

26.
2205A
Simons and Making It Beautiful · Tutorial
Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
AlRntn's solution

27.
2203A
Towers of Boxes · Tutorial
Quality: 17,988 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

28.
2192A
String Rotation Game · Tutorial
Quality: 17,912 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
AlRntn's solution

29.
2176A
Operations with Inversions · Tutorial
Quality: 29,073 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

30.
2180A
Carnival Wheel · Tutorial
Quality: 25,875 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
AlRntn's solution

31.
2188A
Divisible Permutation · Tutorial
Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

32.
2195A
Sieve of Erato67henes · Tutorial
Quality: 35,451 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

33.
2191A
Array Coloring · Tutorial
Quality: 27,780 global accepts · Rating: 800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

34.
2184A
Social Experiment · Tutorial
Quality: 38,086 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

35.
2193B
Reverse a Permutation · Tutorial
Quality: 30,117 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

36.
2193A
DBMB and the Array · Tutorial
Quality: 42,655 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

37.
1657A
Integer Moves · Tutorial
Quality: 24,893 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

38.
2185B
Prefix Max · Tutorial
Quality: 40,706 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

39.
2185A
Perfect Root · Tutorial
Quality: 43,090 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

40.
2189A
Table with Numbers · Tutorial
Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

41.
144A
Arrival of the General · Tutorial
Quality: 121,410 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

42.
469A
I Wanna Be the Guy · Tutorial
Quality: 121,199 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

43.
2183A
Binary Array Game · Tutorial
Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
AlRntn's solution

44.
2182B
New Year Cake · Tutorial
Quality: 23,442 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

45.
2182A
New Year String · Tutorial
Quality: 25,333 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
AlRntn's solution

46.
2178A
Yes or Yes · Tutorial
Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
AlRntn's solution

47.
2179B
Blackslex and Showering · Tutorial
Quality: 28,338 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

48.
2179A
Blackslex and Password · Tutorial
Quality: 34,421 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
AlRntn's solution

49.
1776A
Walking Boy · Tutorial
Quality: 7,964 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

50.
1810A
Beautiful Sequence · Tutorial
Quality: 21,910 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

51.
1825A
LuoTianyi and the Palindrome String · Tutorial
Quality: 20,767 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
AlRntn's solution

52.
1335A
Candies and Two Sisters · Tutorial
Quality: 104,798 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

53.
705A
Hulk · Tutorial
Quality: 132,093 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

54.
1622A
Construct a Rectangle · Tutorial
Quality: 32,033 global accepts · Rating: 800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
AlRntn's solution

55.
1312A
Two Regular Polygons · Tutorial
Quality: 27,543 global accepts · Rating: 800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory
AlRntn's solution

56.
1369A
FashionabLee · Tutorial
Quality: 39,125 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
AlRntn's solution

57.
1422A
Fence · Tutorial
Quality: 21,867 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
AlRntn's solution

58.
1816A
Ian Visits Mary · Tutorial
Quality: 18,864 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, number theory
AlRntn's solution

59.
1832A
New Palindrome · Tutorial
Quality: 28,971 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: strings
AlRntn's solution

60.
61A
Ultra-Fast Mathematician · Tutorial
Quality: 136,211 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

61.
520A
Pangram · Tutorial
Quality: 127,532 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

62.
136A
Presents · Tutorial
Quality: 146,529 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

63.
116A
Tram · Tutorial
Quality: 176,551 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

64.
2173A
Sleeping Through Classes · Tutorial
Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

AlRntn's solution

65.
1691A
Beat The Odds · Tutorial
Quality: 32,208 global accepts · Rating: 800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

66.
2158A
Suspension · Tutorial
Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

67.
2170A
Maximum Neighborhood · Tutorial
Quality: 19,933 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
AlRntn's solution

68.
2171A
Shizuku Hoshikawa and Farm Legs · Tutorial
Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

69.
2172A
ASCII Art Contest · Tutorial
Quality: 14,550 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

70.
2163A
Souvlaki VS. Kalamaki · Tutorial
Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
AlRntn's solution

71.
2164A
Sequence Game · Tutorial
Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
AlRntn's solution

72.
2161A
Round Trip · Tutorial
Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
AlRntn's solution

73.
1712A
Wonderful Permutation · Tutorial
Quality: 25,057 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

74.
1713A
Traveling Salesman Problem · Tutorial
Quality: 22,813 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation
AlRntn's solution

75.
1701A
Grass Field · Tutorial
Quality: 27,542 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

AlRntn's solution

76.
2167C
Isamatdin and His Magic Wand! · Tutorial
Quality: 36,062 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
AlRntn's solution

77.
2167B
Your Name · Tutorial
Quality: 51,824 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
AlRntn's solution

78.
2167A
Square? · Tutorial
Quality: 58,463 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
AlRntn's solution

79.
2156A
Pizza Time · Tutorial
Quality: 26,873 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
AlRntn's solution

80.
1807C
Find and Replace · Tutorial
Quality: 34,332 global accepts · Rating: 800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

81.
1777A
Everybody Likes Good Arrays! · Tutorial
Quality: 44,012 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

82.
2154A
Notelock · Tutorial
Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
AlRntn's solution

83.
2162A
Beautiful Average · Tutorial
Quality: 41,590 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

84.
2160A
MEX Partition · Tutorial
Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

85.
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
AlRntn's solution

86.
2153A
Circle of Apple Trees · Tutorial

Quality: 26,370 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

87.
1520B
Ordinary Numbers · Tutorial
Quality: 49,632 global accepts · Rating: 800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
AIRntn's solution

88.
2151A
Incremental Subarray · Tutorial
Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
AIRntn's solution

89.
1702A
Round Down the Price · Tutorial
Quality: 38,179 global accepts · Rating: 800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AIRntn's solution

90.
2145A
Candies for Nephews · Tutorial
Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math
AIRntn's solution

91.
2155A
El fucho · Tutorial
Quality: 25,163 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AIRntn's solution

92.
1822A
TubeTube Feed · Tutorial
Quality: 26,024 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AIRntn's solution

93.
2152A
Increase or Smash · Tutorial
Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AIRntn's solution

94.
1811A
Insert Digit · Tutorial
Quality: 34,625 global accepts · Rating: 800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings
AIRntn's solution

95.
1822B
Karina and Array · Tutorial
Quality: 26,605 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AIRntn's solution

96.
1822C
Bun Lover · Tutorial
Quality: 24,776 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: math
AIRntn's solution

97.
2149B
Unconventional Pairs · Tutorial
Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

AlRntn's solution

98.
2149A
Be Positive · Tutorial
Quality: 40,908 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

99.
2146A
Equal Occurrences · Tutorial
Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
AlRntn's solution

100.
2147A
Shortest Increasing Path · Tutorial
Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

101.
228A
Is your horseshoe on the other hoof? · Tutorial
Quality: 139,813 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

102.
2143A
All Lengths Subtraction · Tutorial
Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
AlRntn's solution

103.
2139B
Cake Collection · Tutorial
Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

104.
2139A
Maple and Multiplication · Tutorial
Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

105.
2144A
Cut the Array · Tutorial
Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
AlRntn's solution

106.
2148B
Lasers · Tutorial
Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

107.
2148A
Sublime Sequence · Tutorial
Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math
AlRntn's solution

108.
2140A
Shift Sort · Tutorial
Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

AlRntn's solution

109.
2137A
Collatz Conjecture · Tutorial
Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

110.
1794A
Prefix and Suffix Array · Tutorial
Quality: 18,824 global accepts · Rating: 800 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: strings
AlRntn's solution

111.
1328A
Divisibility Problem · Tutorial
Quality: 131,908 global accepts · Rating: 800 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

112.
200B
Drinks · Tutorial
Quality: 148,419 global accepts · Rating: 800 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

113.
1867A
green gold dog, array and permutation · Tutorial
Quality: 21,144 global accepts · Rating: 800 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
AlRntn's solution

114.
2134A
Painting With Two Colors · Tutorial
Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

115.
1843A
Sasha and Array Coloring · Tutorial
Quality: 37,311 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
AlRntn's solution

116.
1843B
Long Long · Tutorial
Quality: 32,103 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
AlRntn's solution

117.
2133B
Villagers · Tutorial
Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

118.
2133A
Redstone? · Tutorial
Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
AlRntn's solution

119.
2130A
Submission is All You Need · Tutorial

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

120.
2132A
Homework · Tutorial
Quality: 43,343 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AIRntn's solution

121.
1283A
Minutes Before the New Year · Tutorial
Quality: 61,298 global accepts · Rating: 800 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math
AIRntn's solution

122.
2131B
Alternating Series · Tutorial
Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

123.
2131A
Lever · Tutorial
Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math
AIRntn's solution

124.
2127A
Mix Mex Max · Tutorial
Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

125.
1702B
Polycarp Writes a String from Memory · Tutorial
Quality: 29,305 global accepts · Rating: 800 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AIRntn's solution

126.
2124A
Deranged Deletions · Tutorial
Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AIRntn's solution

127.
2128A
Recycling Center · Tutorial
Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AIRntn's solution

128.
1690C
Restoring the Duration of Tasks · Tutorial
Quality: 28,093 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
AIRntn's solution

129.
2125A
Difficult Contest · Tutorial
Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
AIRntn's solution

130.
2122A
Greedy Grid · Tutorial

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

131.
2126B
No Casino in the Mountains · Tutorial
Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

132.
2126A
Only One Digit · Tutorial
Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

133.
486A
Calculating Function · Tutorial
Quality: 154,146 global accepts · Rating: 800 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

134.
2119A
Add or XOR · Tutorial
Quality: 27,202 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

135.
2121B
Above the Clouds · Tutorial
Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
AlRntn's solution

136.
2121A
Letter Home · Tutorial
Quality: 39,283 global accepts · Rating: 800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

137.
1154A
Restoring Three Numbers · Tutorial
Quality: 87,061 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

138.
2123B
Tournament · Tutorial
Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

139.
2123A
Blackboard Game · Tutorial
Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

140.
427A
Police Recruits · Tutorial
Quality: 97,238 global accepts · Rating: 800 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

141.
2120A
Square of Rectangles · Tutorial
Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

AlRntn's solution

142.
344A
Magnets · Tutorial
Quality: 153,330 global accepts · Rating: 800 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

143.
467A
George and Accommodation · Tutorial
Quality: 155,938 global accepts · Rating: 800 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

144.
677A
Vanya and Fence · Tutorial
Quality: 180,601 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

145.
734A
Anton and Danik · Tutorial
Quality: 195,533 global accepts · Rating: 800 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

146.
2112A
Race · Tutorial
Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

147.
977A
Wrong Subtraction · Tutorial
Quality: 217,490 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

148.
41A
Translation · Tutorial
Quality: 188,446 global accepts · Rating: 800 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

149.
2113A
Shashliks · Tutorial
Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

150.
59A
Word · Tutorial
Quality: 227,925 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

151.
546A
Soldier and Bananas · Tutorial
Quality: 235,202 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

152.
266A
Stones on the Table · Tutorial
Quality: 244,559 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

AlRntn's solution

153.
791A
Bear and Big Brother · Tutorial
Quality: 257,214 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

154.
281A
Word Capitalization · Tutorial
Quality: 270,985 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

155.
236A
Boy or Girl · Tutorial
Quality: 279,029 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

156.
2118A
Equal Subsequences · Tutorial
Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

157.
1807B
Grab the Candies · Tutorial
Quality: 49,350 global accepts · Rating: 800 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

158.
2117B
Shrink · Tutorial
Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

159.
2117A
False Alarm · Tutorial
Quality: 38,049 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

160.
2116A
Gellyfish and Tricolor Pansy · Tutorial
Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AlRntn's solution

161.
2111A
Energy Crystals · Tutorial
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

162.
1538A
Stone Game · Tutorial
Quality: 40,401 global accepts · Rating: 800 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
AlRntn's solution

163.
1807A
Plus or Minus · Tutorial
Quality: 84,716 global accepts · Rating: 800 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

AlRntn's solution

164.
1857A
Array Coloring · Tutorial
Quality: 78,920 global accepts · Rating: 800 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

165.
2114A
Square Year · Tutorial
Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

166.
1560C
Infinity Table · Tutorial
Quality: 27,995 global accepts · Rating: 800 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

167.
1560B
Who's Opposite? · Tutorial
Quality: 38,803 global accepts · Rating: 800 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

168.
1560A
Dislike of Threes · Tutorial
Quality: 73,512 global accepts · Rating: 800 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

169.
2110A
Fashionable Array · Tutorial
Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

170.
271A
Beautiful Year · Tutorial
Quality: 177,736 global accepts · Rating: 800 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force
AlRntn's solution

171.
617A
Elephant · Tutorial
Quality: 249,127 global accepts · Rating: 800 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

172.
2109A
It's Time To Duel · Tutorial
Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

173.
1855A
Dalton the Teacher · Tutorial
Quality: 29,929 global accepts · Rating: 800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

174.
1853A
Desorting · Tutorial
Quality: 56,061 global accepts · Rating: 800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

AlRntn's solution

175.
1866A
Ambitious Kid · Tutorial
Quality: 51,348 global accepts · Rating: 800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

176.
2107A
LRC and VIP · Tutorial
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
AlRntn's solution

177.
1994A
Diverse Game · Tutorial
Quality: 22,285 global accepts · Rating: 800 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
AlRntn's solution

178.
2082A
Binary Matrix · Tutorial
Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

179.
2067A
Adjacent Digit Sums · Tutorial
Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

180.
2108A
Permutation Warm-Up · Tutorial
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
AlRntn's solution

181.
2104A
Three Decks · Tutorial
Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

182.
2098A
Vadim's Collection · Tutorial
Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

183.
2106A
Dr. TC · Tutorial
Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

184.
2086A
Cloudberry Jam · Tutorial
Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

185.
2103A
Common Multiple · Tutorial

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
AlRntn's solution

186.
2096A
Wonderful Sticks · Tutorial
Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

187.
2078A
Final Verdict · Tutorial
Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

188.
1690B
Array Decrements · Tutorial
Quality: 26,933 global accepts · Rating: 800 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

189.
1690A
Print a Pedestal (Codeforces logo?) · Tutorial
Quality: 35,630 global accepts · Rating: 800 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

190.
1872A
Two Vessels · Tutorial
Quality: 43,177 global accepts · Rating: 800 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

191.
1862A
Gift Carpet · Tutorial
Quality: 36,266 global accepts · Rating: 800 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
AlRntn's solution

192.
1862B
Sequence Game · Tutorial
Quality: 54,989 global accepts · Rating: 800 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

193.
2090A
Treasure Hunt · Tutorial
Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

194.
2094B
Bobritto Bandito · Tutorial
Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
AlRntn's solution

195.
2094A
Trippi Troppi · Tutorial
Quality: 56,284 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: strings
AlRntn's solution

196.
2093A
Ideal Generator · Tutorial

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
AIRntn's solution

197.
2084A
Max and Mod · Tutorial
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

198.
112A
Petya and Strings · Tutorial
Quality: 287,251 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AIRntn's solution

199.
2092A
Kamilka and the Sheep · Tutorial
Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
AIRntn's solution

200.
2091B
Team Training · Tutorial
Quality: 32,705 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
AIRntn's solution

201.
2091A
Olympiad Date · Tutorial
Quality: 39,024 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
AIRntn's solution

202.
1744A
Number Replacement · Tutorial
Quality: 28,778 global accepts · Rating: 800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AIRntn's solution

203.
1744B
Even-Odd Increments · Tutorial
Quality: 24,898 global accepts · Rating: 800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AIRntn's solution

204.
2075A
To Zero · Tutorial
Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

205.
1851A
Escalator Conversations · Tutorial
Quality: 31,505 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
AIRntn's solution

206.
1851B
Parity Sort · Tutorial
Quality: 32,456 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
AIRntn's solution

207.
2074B
The Third Side · Tutorial

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
AlRntn's solution

208.
2074A
Draw a Square · Tutorial
Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
AlRntn's solution

209.
1791A
Codeforces Checking · Tutorial
Quality: 80,614 global accepts · Rating: 800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

210.
1791B
Following Directions · Tutorial
Quality: 52,663 global accepts · Rating: 800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
AlRntn's solution

211.
1791C
Prepend and Append · Tutorial
Quality: 74,165 global accepts · Rating: 800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
AlRntn's solution

212.
2071A
The Play Never Ends · Tutorial
Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

213.
2070A
FizzBuzz Remixed · Tutorial
Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

214.
2072A
New World, New Me, New Array · Tutorial
Quality: 40,658 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

215.
1742B
Increasing · Tutorial
Quality: 61,101 global accepts · Rating: 800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

216.
1742A
Sum · Tutorial
Quality: 104,303 global accepts · Rating: 800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

217.
2069A
Was there an Array? · Tutorial
Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
AlRntn's solution

218.
2064A
Programming Contest · Tutorial
Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

AlRntn's solution

219.
1833A
Musical Puzzle · Tutorial
Quality: 35,082 global accepts · Rating: 800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

220.
1833C
Vlad Building Beautiful Array · Tutorial
Quality: 27,894 global accepts · Rating: 800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

221.
1676B
Equal Candies · Tutorial
Quality: 60,644 global accepts · Rating: 800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

222.
1676A
Lucky? · Tutorial
Quality: 87,422 global accepts · Rating: 800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

223.
1669A
Division? · Tutorial
Quality: 88,539 global accepts · Rating: 800 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

224.
1669B
Triple · Tutorial
Quality: 55,545 global accepts · Rating: 800 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

225.
1676C
Most Similar Words · Tutorial
Quality: 34,636 global accepts · Rating: 800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
AlRntn's solution

226.
2065B
Skibidus and Ohio · Tutorial
Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings
AlRntn's solution

227.
2065A
Skibidus and Amog'u · Tutorial
Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
AlRntn's solution

228.
1703A
YES or YES? · Tutorial
Quality: 97,241 global accepts · Rating: 800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

229.
1703B
ICPC Balloons · Tutorial

Quality: 66,171 global accepts · Rating: 800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
AlRntn's solution

230.
1703C
Cypher · Tutorial
Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

231.
2059A
Milya and Two Arrays · Tutorial
Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

232.
2062A
String · Tutorial
Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
AlRntn's solution

233.
1846A
Rudolph and Cut the Rope · Tutorial
Quality: 34,781 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

234.
1846B
Rudolph and Tic-Tac-Toe · Tutorial
Quality: 28,917 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

235.
2063A
Minimal Coprime · Tutorial
Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

236.
2061A
Kevin and Arithmetic · Tutorial
Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

237.
2060A
Fibonacciness · Tutorial
Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
AlRntn's solution

238.
2056A
Shape Perimeter · Tutorial
Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

239.
2055A
Two Frogs · Tutorial
Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
AlRntn's solution

240.
1669C
Odd/Even Increments · Tutorial
Quality: 41,476 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

241.
1352A
Sum of Round Numbers · Tutorial
Quality: 104,119 global accepts · Rating: 800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

242.
1850A
To My Critics · Tutorial
Quality: 74,204 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

243.
1850B
Ten Words of Wisdom · Tutorial
Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

244.
1850C
Word on the Paper · Tutorial
Quality: 53,543 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

245.
1692A
Marathon · Tutorial
Quality: 85,748 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

246.
1692B
All Distinct · Tutorial
Quality: 39,438 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

247.
1692C
Where's the Bishop? · Tutorial
Quality: 38,918 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

248.
1760A
Medium Number · Tutorial
Quality: 79,938 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

249.
1760B
Atilla's Favorite Problem · Tutorial
Quality: 53,341 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

250.
1760C
Advantage · Tutorial
Quality: 43,820 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
AlRntn's solution

251.
1829A
Love Story · Tutorial
Quality: 70,692 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

252.
1829B
Blank Space · Tutorial
Quality: 78,032 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

253.
1829C
Mr. Perfectly Fine · Tutorial
Quality: 32,459 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation
AlRntn's solution

254.
2057A
MEX Table · Tutorial
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

255.
2053A
Tender Carpenter · Tutorial
Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
AlRntn's solution

256.
1714B
Remove Prefix · Tutorial
Quality: 33,778 global accepts · Rating: 800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
AlRntn's solution

257.
1714C
Minimum Varied Number · Tutorial
Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

258.
2043A
Coin Transformation · Tutorial
Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

259.
2051B
Journey · Tutorial
Quality: 39,759 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

260.
2051A
Preparing for the Olympiad · Tutorial
Quality: 35,179 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

261.
2049A
MEX Destruction · Tutorial
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

262.
2048A
Kevin and Combination Lock · Tutorial
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
AlRntn's solution

263.
2044C
Hard Problem · Tutorial
Quality: 45,271 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

264.
2044B
Normal Problem · Tutorial
Quality: 51,977 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

265.
2044A
Easy Problem · Tutorial
Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

266.
2040A
Game of Division · Tutorial
Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
AlRntn's solution

267.
2050A
Line Breaks · Tutorial
Quality: 36,458 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

268.
2047A
Alyona and a Square Jigsaw Puzzle · Tutorial
Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

269.
2042A
Greedy Monocarp · Tutorial
Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

270.
2034A
King Keykhosrow's Mystery · Tutorial
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
AlRntn's solution

271.
1870A
MEXanized Array · Tutorial
Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

272.
2039A
Shohag Loves Mod · Tutorial
Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

AlRntn's solution

273.
1856A
Tales of a Sort · Tutorial
Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

274.
2038J
Waiting for... · Tutorial
Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

275.
2038N
Fixing the Expression · Tutorial
Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

276.
2037B
Intercepted Inputs · Tutorial
Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
AlRntn's solution

277.
2037A
Twice · Tutorial
Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

278.
2031A
Penchick and Modern Monument · Tutorial
Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
AlRntn's solution

279.
2029A
Set · Tutorial
Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

280.
2010B
Three Brothers · Tutorial
Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

281.
2010A
Alternating Sum of Numbers · Tutorial
Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

282.
2036B
Startup · Tutorial
Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

283.
2036A
Quintomania · Tutorial
Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

AlRntn's solution

284.
2032A
Circuit · Tutorial
Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
AlRntn's solution

285.
2035A
Sliding · Tutorial
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

286.
2027A
Rectangle Arrangement · Tutorial
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
AlRntn's solution

287.
2033A
Sakurako and Kosuke · Tutorial
Quality: 41,163 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

288.
2024A
Profitable Interest Rate · Tutorial
Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

289.
2030B
Minimise Oneness · Tutorial
Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math
AlRntn's solution

290.
2030A
A Gift From Orangutan · Tutorial
Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

291.
2025A
Two Screens · Tutorial
Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
AlRntn's solution

292.
2022A
Bus to Pénjamo · Tutorial
Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

293.
2021A
Meaning Mean · Tutorial
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

AlRntn's solution

294.
2020A
Find Minimum Operations · Tutorial
Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
AlRntn's solution

295.
2019A
Max Plus Size · Tutorial
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
AlRntn's solution

296.
2014B
Robin Hood and the Major Oak · Tutorial
Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

297.
2014A
Robin Helps · Tutorial
Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

298.
2013A
Zhan's Blender · Tutorial
Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

299.
2009B
osu!mania · Tutorial
Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

300.
2009A
Minimize! · Tutorial
Quality: 72,966 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

301.
2008C
Longest Good Array · Tutorial
Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

302.
2008B
Square or Not · Tutorial
Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
AlRntn's solution

303.
2008A
Sakurako's Exam · Tutorial
Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AlRntn's solution

304.
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
AlRntn's solution

305.
2003B
Turtle and Piggy Are Playing a Game 2 · Tutorial
Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
AlRntn's solution

306.
2003A
Turtle and Good Strings · Tutorial
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
AlRntn's solution

307.
2001B
Generate Permutation · Tutorial
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

308.
2001A
Make All Equal · Tutorial
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

309.
2004A
Closest Point · Tutorial
Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

310.
2000B
Seating in a Bus · Tutorial
Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
AlRntn's solution

311.
2000A
Primary Task · Tutorial
Quality: 44,105 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
AlRntn's solution

312.
2002A
Distanced Coloring · Tutorial
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

313.
1998A
Find K Distinct Points with Fixed Center · Tutorial
Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

314.
1999C
Showering · Tutorial
Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

315.
1999A
A+B Again? · Tutorial
Quality: 83,935 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

316.
1993A
Question Marks · Tutorial
Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

317.
1997A
Strong Password · Tutorial
Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

318.
1991A
Maximize the Last Element · Tutorial
Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

319.
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
AlRntn's solution

320.
1996A
Legs · Tutorial
Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
AlRntn's solution

321.
1995A
Diagonals · Tutorial
Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
AlRntn's solution

322.
1992B
Angry Monk · Tutorial
Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

323.
1992A
Only Pluses · Tutorial
Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
AlRntn's solution

324.
1983A
Array Divisibility · Tutorial
Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

325.
1901A
Line Trip · Tutorial
Quality: 75,304 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

AIRntn's solution

326.
1899A
Game with Integers · Tutorial
Quality: 92,749 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
AIRntn's solution

327.
1900A
Cover in Water · Tutorial
Quality: 64,096 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
AIRntn's solution

328.
1902A
Binary Imbalance · Tutorial
Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AIRntn's solution

329.
1903A
Halloumi Boxes · Tutorial
Quality: 79,630 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
AIRntn's solution

330.
1905A
Constructive Problems · Tutorial
Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

331.
1915B
Not Quite Latin Square · Tutorial
Quality: 50,354 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation
AIRntn's solution

332.
1915A
Odd One Out · Tutorial
Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
AIRntn's solution

333.
1914B
Preparing for the Contest · Tutorial
Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

334.
1907A
Rook · Tutorial
Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AIRntn's solution

335.
1915C
Can I Square? · Tutorial
Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation
AIRntn's solution

336.
1898A
Milica and String · Tutorial
Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

AlRntn's solution

337.
1916A
2023 · Tutorial
Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
AlRntn's solution

338.
1896A
Jagged Swaps · Tutorial
Quality: 57,329 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings
AlRntn's solution

339.
1918A
Brick Wall · Tutorial
Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

340.
1917A
Least Product · Tutorial
Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

341.
1895B
Points and Minimum Distance · Tutorial
Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

342.
1895A
Treasure Chest · Tutorial
Quality: 25,921 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

343.
1919A
Wallet Exchange · Tutorial
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: games, math
AlRntn's solution

344.
1894A
Secret Sport · Tutorial
Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

345.
1909A
Distinct Buttons · Tutorial
Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

346.
1933B
Turtle Math: Fast Three Task · Tutorial
Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
AlRntn's solution

347.
1933A
Turtle Puzzle: Rearrange and Negate · Tutorial

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

348.
1921B
Arranging Cats · Tutorial
Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

349.
1922A
Tricky Template · Tutorial
Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
AlRntn's solution

350.
1891A
Sorting with Twos · Tutorial
Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
AlRntn's solution

351.
1890B
Qingshan Loves Strings · Tutorial
Quality: 18,765 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

352.
1923A
Moving Chips · Tutorial
Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

353.
1925A
We Got Everything Covered! · Tutorial
Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
AlRntn's solution

354.
1890A
Doremy's Paint 3 · Tutorial
Quality: 57,104 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

355.
1886A
Sum of Three · Tutorial
Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

356.
1884A
Simple Design · Tutorial
Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

357.
1881A
Don't Try to Count · Tutorial
Quality: 59,318 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
AlRntn's solution

358.
1879A
Rigged! · Tutorial
Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

359.
1878B
Aleksa and Stack · Tutorial
Quality: 34,218 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

360.
1878A
How Much Does Daytona Cost? · Tutorial
Quality: 78,669 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

361.
1877A
Goals of Victory · Tutorial
Quality: 52,317 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

362.
1873D
1D Eraser · Tutorial
Quality: 43,009 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
AlRntn's solution

363.
1873C
Target Practice · Tutorial
Quality: 69,993 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

364.
1873B
Good Kid · Tutorial
Quality: 62,693 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

365.
1873A
Short Sort · Tutorial
Quality: 71,394 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

366.
1934A
Too Min Too Max · Tutorial
Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

367.
1935A
Entertainment in MAC · Tutorial
Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
AlRntn's solution

368.
1920A
Satisfying Constraints · Tutorial
Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

369.
1927A
Make it White · Tutorial
Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
AlRntn's solution

370.
1968B
Prefiquence · Tutorial
Quality: 31,436 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
AlRntn's solution

371.
1929B
Sasha and the Drawing · Tutorial
Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

372.
1974B
Symmetric Encoding · Tutorial
Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
AlRntn's solution

373.
1942A
Farmer John's Challenge · Tutorial
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

374.
1946A
Median of an Array · Tutorial
Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

375.
1948A
Special Characters · Tutorial
Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
AlRntn's solution

376.
1950A
Stair, Peak, or Neither? · Tutorial
Quality: 69,445 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

377.
1950C
Clock Conversion · Tutorial
Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

378.
1966A
Card Exchange · Tutorial
Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
AlRntn's solution

379.
1975A
Bazoka and Mocha's Array · Tutorial
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

AlRntn's solution

380.
1567A
Domino Disaster · Tutorial
Quality: 31,718 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

381.
1928A
Rectangle Cutting · Tutorial
Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
AlRntn's solution

382.
266B
Queue at the School · Tutorial
Quality: 166,080 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
AlRntn's solution

383.
263A
Beautiful Matrix · Tutorial
Quality: 317,998 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

384.
1987A
Upload More RAM · Tutorial
Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

385.
1882A
Increasing Sequence · Tutorial
Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

386.
1913A
Rating Increase · Tutorial
Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

387.
110A
Nearly Lucky Number · Tutorial
Quality: 199,498 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

388.
1989A
Catch the Coin · Tutorial
Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

389.
1722C
Word Game · Tutorial
Quality: 36,175 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
AlRntn's solution

390.
1722B
Colourblindness · Tutorial
Quality: 56,456 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

AlRntn's solution

391.
1722A
Spell Check · Tutorial
Quality: 65,628 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

392.
1974A
Phone Desktop · Tutorial
Quality: 37,918 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

393.
1950B
Upscaling · Tutorial
Quality: 44,213 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

394.
1982A
Soccer · Tutorial
Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
AlRntn's solution

395.
1969A
Two Friends · Tutorial
Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

396.
1914A
Problemsolving Log · Tutorial
Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

397.
1912L
LOL Lovers · Tutorial
Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: strings
AlRntn's solution

398.
1926B
Vlad and Shapes · Tutorial
Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
AlRntn's solution

399.
1986A
X Axis · Tutorial
Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
AlRntn's solution

400.
755A
PolandBall and Hypothesis · Tutorial
Quality: 19,785 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
AlRntn's solution

401.
939A
Love Triangle · Tutorial
Quality: 29,708 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs
AlRntn's solution

402.
1843C
Sum in Binary Tree · Tutorial
Quality: 39,499 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
AlRntn's solution

403.
339A
Helpful Maths · Tutorial
Quality: 275,350 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
AlRntn's solution

404.
1929A
Sasha and the Beautiful Array · Tutorial
Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

405.
1926A
Vlad and the Best of Five · Tutorial
Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

406.
1968A
Maximize? · Tutorial
Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

407.
1030A
In Search of an Easy Problem · Tutorial
Quality: 171,456 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

408.
1549B
Gregor and the Pawn Game · Tutorial
Quality: 26,824 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
AlRntn's solution

409.
1883A
Morning · Tutorial
Quality: 29,255 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

410.
158A
Next Round · Tutorial
Quality: 320,470 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
AlRntn's solution

411.
50A
Domino piling · Tutorial

Quality: 318,719 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AIRntn's solution

412.
282A
Bit++ · Tutorial
Quality: 358,283 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AIRntn's solution

413.
231A
Team · Tutorial
Quality: 430,261 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AIRntn's solution

414.
71A
Way Too Long Words · Tutorial
Quality: 503,253 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: strings
AIRntn's solution

415.
4A
Watermelon · Tutorial
Quality: 687,851 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AIRntn's solution

416.
1539B
Love Song · Tutorial
Quality: 26,748 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
AIRntn's solution

417.
1598A
Computer Game · Tutorial
Quality: 25,642 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
AIRntn's solution

418.
1932A
Thorns and Coins · Tutorial
Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AIRntn's solution

419.
431A
Black Square · Tutorial
Quality: 65,947 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AIRntn's solution

420.
1797A
Li Hua and Maze · Tutorial
Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
AIRntn's solution

421.
1981A
Turtle and Piggy Are Playing a Game · Tutorial
Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AIRntn's solution

422.
1980B
Choosing Cubes · Tutorial
Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: sortings
AlRntn's solution

423.
1978B
New Bakery · Tutorial
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
AlRntn's solution

424.
1978A
Alice and Books · Tutorial
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

425.
1941A
Rudolf and the Ticket · Tutorial
Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

426.
1937A
Shuffle Party · Tutorial
Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

427.
1945A
Setting up Camp · Tutorial
Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

428.
1861A
Prime Deletion · Tutorial
Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

429.
1931A
Recovering a Small String · Tutorial
Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
AlRntn's solution

430.
1931B
Make Equal · Tutorial
Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

431.
1930A
Maximise The Score · Tutorial
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

432.
1972A
Contest Proposal · Tutorial

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
AlRntn's solution

433.
1976A
Verify Password · Tutorial
Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
AlRntn's solution

434.
1955A
Yogurt Sale · Tutorial
Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

435.
1921A
Square · Tutorial
Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

436.
1957A
Stickogon · Tutorial
Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

437.
1549A
Gregor and Cryptography · Tutorial
Quality: 35,564 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

438.
1944A
Destroying Bridges · Tutorial
Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
AlRntn's solution

439.
1919B
Plus-Minus Split · Tutorial
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

440.
1956B
Nene and the Card Game · Tutorial
Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
AlRntn's solution

441.
1956A
Nene's Game · Tutorial
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
AlRntn's solution

442.
1971B
Different String · Tutorial
Quality: 44,710 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

443.
1971A
My First Sorting Problem · Tutorial

Quality: 59,484 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
AlRntn's solution

444.
1980A
Problem Generator · Tutorial
Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

445.
1985B
Maximum Multiple Sum · Tutorial
Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

446.
1985A
Creating Words · Tutorial
Quality: 72,372 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

447.
1984A
Strange Splitting · Tutorial
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

448.
1979A
Guess the Maximum · Tutorial
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
AlRntn's solution

449.
1977A
Little Nikita · Tutorial
Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

450.
2200C
Specialty String · Tutorial
Quality: 21,713 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
AlRntn's solution

451.
2195B
Heapify 1 · Tutorial
Quality: 24,857 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
AlRntn's solution

452.
2185C
Shifted MEX · Tutorial
Quality: 28,985 global accepts · Rating: 900 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
AlRntn's solution

453.
2178B
Impost or Sus · Tutorial
Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
AlRntn's solution

454.
768A
Oath of the Night's Watch · Tutorial
Quality: 30,842 global accepts · Rating: 900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

AlRntn's solution

455.
84A
Toy Army · Tutorial
Quality: 16,618 global accepts · Rating: 900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

456.
6A
Triangle · Tutorial
Quality: 22,848 global accepts · Rating: 900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry
AlRntn's solution

457.
267A
Subtractions · Tutorial
Quality: 9,559 global accepts · Rating: 900 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

458.
598A
Tricky Sum · Tutorial
Quality: 32,217 global accepts · Rating: 900 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

459.
2166B
Tab Closing · Tutorial
Quality: 18,117 global accepts · Rating: 900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

460.
2171B
Yuu Koito and Minimum Absolute Sum · Tutorial
Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

461.
2169A
Alice and Bob · Tutorial
Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

462.
2149C
MEX rose · Tutorial
Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

463.
2148C
Pacer · Tutorial
Quality: 25,341 global accepts · Rating: 900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

464.
2140B
Another Divisibility Problem · Tutorial
Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

465.
2137B
Fun Permutation · Tutorial
Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number

theory
AIRntn's solution

466.
2132B
The Secret Number · Tutorial
Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
AIRntn's solution

467.
2125B
Left and Down · Tutorial
Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AIRntn's solution

468.
2114B
Not Quite a Palindromic String · Tutorial
Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

469.
2110B
Down with Brackets · Tutorial
Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
AIRntn's solution

470.
2102B
The Picky Cat · Tutorial
Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AIRntn's solution

471.
2102A
Dinner Time · Tutorial
Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

472.
2106B
St. Chroma · Tutorial
Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

473.
2085A
Serval and String Theory · Tutorial
Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AIRntn's solution

474.
2094C
Brr Brrr Patapim · Tutorial
Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
AIRntn's solution

475.
2093B
Expensive Number · Tutorial
Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

476.
2072B
Having Been a Treasurer in the Past, I Help Goblins Deceive · Tutorial

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings
AIRntn's solution

477.
2062B
Clockwork · Tutorial
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

478.
2060C
Game of Mathletes · Tutorial
Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers
AIRntn's solution

479.
2048B
Kevin and Permutation · Tutorial
Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

480.
1324A
Yet Another Tetris Problem · Tutorial
Quality: 27,314 global accepts · Rating: 900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
AIRntn's solution

481.
2047B
Replace Character · Tutorial
Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings
AIRntn's solution

482.
2042B
Game with Colored Marbles · Tutorial
Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AIRntn's solution

483.
2031B
Penchick and Satay Sticks · Tutorial
Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
AIRntn's solution

484.
2028A
Alice's Adventures in "Chess" · Tutorial
Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AIRntn's solution

485.
2026A
Perpendicular Segments · Tutorial
Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
AIRntn's solution

486.
2035B
Everyone Loves Tres · Tutorial
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
AIRntn's solution

487.
2033B
Sakurako and Water · Tutorial
Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
AlRntn's solution

488.
2013B
Battle for Survive · Tutorial
Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

489.
2005A
Simple Palindrome · Tutorial
Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
AlRntn's solution

490.
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
AlRntn's solution

491.
1990A
Submission Bait · Tutorial
Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
AlRntn's solution

492.
1749B
Death's Blessing · Tutorial
Quality: 22,582 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
AlRntn's solution

493.
1624B
Make AP · Tutorial
Quality: 52,940 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
AlRntn's solution

494.
1668B
Social Distance · Tutorial
Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

495.
1612B
Special Permutation · Tutorial
Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

496.
1735B
Tea with Tangerines · Tutorial
Quality: 19,318 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

497.
1555A
PizzaForces · Tutorial
Quality: 30,345 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

AlRntn's solution

498.
1869A
Make It Zero · Tutorial
Quality: 40,056 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

499.
1988B
Make Majority · Tutorial
Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

500.
1988A
Split the Multiset · Tutorial
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
AlRntn's solution

501.
1904A
Forked! · Tutorial
Quality: 40,380 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

502.
1642B
Power Walking · Tutorial
Quality: 18,246 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

503.
1720A
Burenka Plays with Fractions · Tutorial
Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

504.
1559A
Mocha and Math · Tutorial
Quality: 45,585 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

505.
1613A
Long Comparison · Tutorial
Quality: 26,628 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

506.
1689B
Mystic Permutation · Tutorial
Quality: 19,067 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

507.
1650B
DIV + MOD · Tutorial
Quality: 29,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

508.
1665B
Array Cloning Technique · Tutorial

Quality: 32,896 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

509.
1666D
Deletive Editing · Tutorial
Quality: 20,107 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

510.
1675B
Make It Increasing · Tutorial
Quality: 43,286 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

511.
1679A
AvtoBus · Tutorial
Quality: 40,167 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

512.
1617B
GCD Problem · Tutorial
Quality: 26,832 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
AlRntn's solution

513.
1610A
Anti Light's Cell Guessing · Tutorial
Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math
AlRntn's solution

514.
1609A
Divide and Multiply · Tutorial
Quality: 18,895 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
AlRntn's solution

515.
1607B
Odd Grasshopper · Tutorial
Quality: 39,447 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math
AlRntn's solution

516.
1593B
Make it Divisible by 25 · Tutorial
Quality: 40,645 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math
AlRntn's solution

517.
1696B
NIT Destroys the Universe · Tutorial
Quality: 36,324 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
AlRntn's solution

518.
1697B
Promo · Tutorial
Quality: 30,904 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

519.
1606A
AB Balance · Tutorial
Quality: 37,483 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: strings
AlRntn's solution

520.
1585B
Array Eversion · Tutorial
Quality: 16,137 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
AlRntn's solution

521.
1699B
Almost Ternary Matrix · Tutorial
Quality: 21,693 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
AlRntn's solution

522.
1705B
Mark the Dust Sweeper · Tutorial
Quality: 25,449 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
AlRntn's solution

523.
1709B
Also Try Minecraft · Tutorial
Quality: 25,843 global accepts · Rating: 900 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
AlRntn's solution

524.
1714A
Everyone Loves to Sleep · Tutorial
Quality: 32,895 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
AlRntn's solution

525.
1726A
Mainak and Array · Tutorial
Quality: 36,548 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
AlRntn's solution

526.
1732B
Ugu · Tutorial
Quality: 17,261 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

527.
1733B
Rule of League · Tutorial
Quality: 21,073 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

528.
1737A
Ela Sorting Books · Tutorial
Quality: 10,851 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

529.
1742C
Stripes · Tutorial
Quality: 40,084 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

AlRntn's solution

530.
1747B
BAN BAN · Tutorial
Quality: 25,956 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

531.
1758B
XOR = Average · Tutorial
Quality: 23,890 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

532.
1764B
Doremy's Perfect Math Class · Tutorial
Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
AlRntn's solution

533.
1768B
Quick Sort · Tutorial
Quality: 25,635 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

534.
1771A
Hossam and Combinatorics · Tutorial
Quality: 25,302 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings
AlRntn's solution

535.
1775A2
Gardener and the Capybaras (hard version) · Tutorial
Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

536.
1559B
Mocha and Red and Blue · Tutorial
Quality: 24,137 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

537.
1582B
Luntik and Subsequences · Tutorial
Quality: 33,363 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
AlRntn's solution

538.
1584C
Two Arrays · Tutorial
Quality: 17,705 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

539.
1777B
Emordnilap · Tutorial
Quality: 19,195 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
AlRntn's solution

540.
1779B
MKnez's ConstructiveForces Task · Tutorial
Quality: 25,066 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

AlRntn's solution

541.
1794B
Not Dividing · Tutorial
Quality: 39,870 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

542.
1795B
Ideal Point · Tutorial
Quality: 24,093 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy
AlRntn's solution

543.
1806B
Mex Master · Tutorial
Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

544.
1992C
Gorilla and Permutation · Tutorial
Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

545.
1807D
Odd Queries · Tutorial
Quality: 56,760 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
AlRntn's solution

546.
1808A
Lucky Numbers · Tutorial
Quality: 20,614 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

547.
1818B
Indivisible · Tutorial
Quality: 17,051 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

548.
1823B
Sort with Step · Tutorial
Quality: 18,121 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
AlRntn's solution

549.
1828B
Permutation Swap · Tutorial
Quality: 39,303 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

550.
1833B
Restore the Weather · Tutorial
Quality: 29,622 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

551.
1848A
Vika and Her Friends · Tutorial
Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: games, math

AlRntn's solution

552.
1845B
Come Together · Tutorial
Quality: 23,704 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
AlRntn's solution

553.
1837B
Comparison String · Tutorial
Quality: 50,098 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

554.
1850D
Balanced Round · Tutorial
Quality: 60,809 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
AlRntn's solution

555.
1855B
Longest Divisors Interval · Tutorial
Quality: 44,924 global accepts · Rating: 900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
AlRntn's solution

556.
1543B
Customising the Track · Tutorial
Quality: 24,477 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
AlRntn's solution

557.
1537B
Bad Boy · Tutorial
Quality: 42,303 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

558.
1543A
Exciting Bets · Tutorial
Quality: 40,950 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

559.
1501B
Napoleon Cake · Tutorial
Quality: 21,077 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings
AlRntn's solution

560.
1856B
Good Arrays · Tutorial
Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

561.
1525B
Permutation Sort · Tutorial
Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

562.
1535B
Array Reodering · Tutorial

Quality: 34,202 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
AIRntn's solution

563.
1505A
Is it rated - 2 · Tutorial
Quality: 16,089 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, interactive
AIRntn's solution

564.
1496A
Split it! · Tutorial
Quality: 22,243 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
AIRntn's solution

565.
1494A
ABC String · Tutorial
Quality: 22,812 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation
AIRntn's solution

566.
1486A
Shifting Stacks · Tutorial
Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AIRntn's solution

567.
1480B
The Great Hero · Tutorial
Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
AIRntn's solution

568.
1475B
New Year's Number · Tutorial
Quality: 57,250 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
AIRntn's solution

569.
1475A
Odd Divisor · Tutorial
Quality: 86,815 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AIRntn's solution

570.
1471A
Strange Partition · Tutorial
Quality: 38,205 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AIRntn's solution

571.
1468N
Waste Sorting · Tutorial
Quality: 9,119 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AIRntn's solution

572.
1467A
Wizard of Orz · Tutorial
Quality: 25,318 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

573.
1875A
Jellyfish and Undertale · Tutorial
Quality: 46,999 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

574.
1872B
The Corridor or There and Back Again · Tutorial
Quality: 30,496 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

575.
1878C
Vasilije in Cacak · Tutorial
Quality: 57,649 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

576.
1879B
Chips on the Board · Tutorial
Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

577.
1900B
Laura and Operations · Tutorial
Quality: 20,472 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
AlRntn's solution

578.
1881B
Three Threadlets · Tutorial
Quality: 28,705 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

579.
1915D
Unnatural Language Processing · Tutorial
Quality: 35,085 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

580.
1918B
Minimize Inversions · Tutorial
Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
AlRntn's solution

581.
1921C
Sending Messages · Tutorial
Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

582.
1896B
AB Flipping · Tutorial
Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
AlRntn's solution

583.
1927B
Following the String · Tutorial
Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

AlRntn's solution

584.
1954A
Painting the Ribbon · Tutorial
Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

585.
1945B
Fireworks · Tutorial
Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

586.
1951A
Dual Trigger · Tutorial
Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

587.
337A
Puzzles · Tutorial
Quality: 94,904 global accepts · Rating: 900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

588.
580A
Kefa and First Steps · Tutorial
Quality: 104,685 global accepts · Rating: 900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
AlRntn's solution

589.
405A
Gravity Flip · Tutorial
Quality: 126,478 global accepts · Rating: 900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

590.
133A
HQ9+ · Tutorial
Quality: 125,007 global accepts · Rating: 900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

591.
318A
Even Odds · Tutorial
Quality: 143,103 global accepts · Rating: 900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

592.
160A
Twins · Tutorial
Quality: 143,716 global accepts · Rating: 900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

593.
96A
Football · Tutorial
Quality: 193,648 global accepts · Rating: 900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

594.
116C
Party · Tutorial
Rating: 900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

AlRntn's solution

595.
948A
Protect Sheep · Tutorial
Quality: 15,319 global accepts · Rating: 900 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
AlRntn's solution

596.
115A
Party · Tutorial
Quality: 43,354 global accepts · Rating: 900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

597.
1883B
Chemistry · Tutorial
Quality: 59,682 global accepts · Rating: 900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: strings
AlRntn's solution

598.
1941C
Rudolf and the Ugly String · Tutorial
Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
AlRntn's solution

599.
1860A
Not a Substring · Tutorial
Quality: 23,575 global accepts · Rating: 900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
AlRntn's solution

600.
1973A
Chess For Three · Tutorial
Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
AlRntn's solution

601.
1972B
Coin Games · Tutorial
Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: games
AlRntn's solution

602.
1971C
Clock and Strings · Tutorial
Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

603.
1985D
Manhattan Circle · Tutorial
Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

604.
2203B
Beautiful Numbers · Tutorial
Quality: 14,293 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
AlRntn's solution

605.
2192B
Flipping Binary String · Tutorial
Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

AlRntn's solution

606.
2193C
Replace and Sum · Tutorial
Quality: 28,717 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

607.
2124B
Minimise Sum · Tutorial
Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

608.
2164B
Even Modulo Pair · Tutorial
Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

609.
2167D
Yet Another Array Problem · Tutorial
Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
AlRntn's solution

610.
2156B
Strange Machine · Tutorial
Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
AlRntn's solution

611.
2154B
Make it Zigzag · Tutorial
Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

612.
2162B
Beautiful String · Tutorial
Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
AlRntn's solution

613.
2145B
Deck of Cards · Tutorial
Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

614.
2147B
Multiple Construction · Tutorial
Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

615.
2143B
Discounts · Tutorial
Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
AlRntn's solution

616.
2144B
Maximum Cost Permutation · Tutorial
Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

617.
2148D
Destruction of the Dandelion Fields · Tutorial
Quality: 26,742 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

618.
2132C1
The Cunning Seller (easy version) · Tutorial
Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

619.
2120B
Square Pool · Tutorial
Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

620.
2123C
Prefix Min and Suffix Max · Tutorial
Quality: 30,882 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
AlRntn's solution

621.
2114C
Need More Arrays · Tutorial
Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

622.
2104B
Move to the End · Tutorial
Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
AlRntn's solution

623.
2106C
Cherry Bomb · Tutorial
Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

624.
2090B
Pushing Balls · Tutorial
Quality: 16,469 global accepts · Rating: 1000 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
AlRntn's solution

625.
2093C
Simple Repetition · Tutorial
Quality: 30,845 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

626.
2092B
Lady Bug · Tutorial
Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, math
AlRntn's solution

627.
2091C
Combination Lock · Tutorial
Quality: 28,835 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

628.
2060B
Farmer John's Card Game · Tutorial
Quality: 28,592 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

629.
2055B
Crafting · Tutorial
Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

630.
2057B
Gorilla and the Exam · Tutorial
Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

631.
2051C
Preparing for the Exam · Tutorial
Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

632.
2040B
Paint a Strip · Tutorial
Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

633.
2034B
Rakhsh's Revival · Tutorial
Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
AlRntn's solution

634.
2039B
Shohag Loves Strings · Tutorial
Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
AlRntn's solution

635.
2037C
Superultra's Favorite Permutation · Tutorial
Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
AlRntn's solution

636.
2005B1
The Strict Teacher (Easy Version) · Tutorial
Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

AlRntn's solution

637.
118B
Present from Lena · Tutorial
Quality: 34,583 global accepts · Rating: 1000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

638.
2004B
Game with Doors · Tutorial
Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

639.
2000C
Numeric String Template · Tutorial
Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
AlRntn's solution

640.
2002B
Removals Game · Tutorial
Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
AlRntn's solution

641.
1998B
Minimize Equal Sum Subarrays · Tutorial
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

642.
1999B
Card Game · Tutorial
Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
AlRntn's solution

643.
822B
Crossword solving · Tutorial
Quality: 10,200 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

644.
1804B
Vaccination · Tutorial
Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

645.
1473B
String LCM · Tutorial
Quality: 35,093 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings
AlRntn's solution

646.
1674C
Infinite Replacement · Tutorial
Quality: 26,354 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, strings
AlRntn's solution

647.
1761B
Elimination of a Ring · Tutorial
Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
AlRntn's solution

648.
1476A
K-divisible Sum · Tutorial
Quality: 44,885 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
AlRntn's solution

649.
1913B
Swap and Delete · Tutorial
Quality: 51,252 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: strings
AlRntn's solution

650.
1695B
Circle Game · Tutorial
Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
AlRntn's solution

651.
1676D
X-Sum · Tutorial
Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
AlRntn's solution

652.
1690D
Black and White Stripe · Tutorial
Quality: 47,030 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
AlRntn's solution

653.
1691B
Shoe Shuffling · Tutorial
Quality: 35,313 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
AlRntn's solution

654.
1834B
Maximum Strength · Tutorial
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

655.
1841B
Keep it Beautiful · Tutorial
Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

656.
1659A
Red Versus Blue · Tutorial
Quality: 30,954 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

657.
1702D
Not a Cheap String · Tutorial
Quality: 25,935 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

658.
1713B
Optimal Reduction · Tutorial
Quality: 22,689 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
AlRntn's solution

659.
1671B
Consecutive Points Segment · Tutorial
Quality: 19,737 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
AlRntn's solution

660.
1632B
Roof Construction · Tutorial
Quality: 31,537 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

661.
1622B
Berland Music · Tutorial
Quality: 22,317 global accepts · Rating: 1000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
AlRntn's solution

662.
1840C
Ski Resort · Tutorial
Quality: 47,572 global accepts · Rating: 1000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers
AlRntn's solution

663.
1620B
Triangles on a Rectangle · Tutorial
Quality: 31,475 global accepts · Rating: 1000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
AlRntn's solution

664.
1614B
Divan and a New Project · Tutorial
Quality: 29,030 global accepts · Rating: 1000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
AlRntn's solution

665.
1613B
Absent Remainder · Tutorial
Quality: 23,314 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

666.
1474B
Different Divisors · Tutorial
Quality: 40,331 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
AlRntn's solution

667.
1979B
XOR Sequences · Tutorial
Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

AlRntn's solution

668.
1566C
MAX-MEX Cut · Tutorial
Quality: 19,035 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
AlRntn's solution

669.
1605B
Reverse Sort · Tutorial
Quality: 19,334 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

670.
1861B
Two Binary Strings · Tutorial
Quality: 24,006 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

671.
1611C
Polycarp Recovers the Permutation · Tutorial
Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

672.
1607C
Minimum Extraction · Tutorial
Quality: 26,836 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
AlRntn's solution

673.
1567B
MEXor Mixup · Tutorial
Quality: 32,939 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
AlRntn's solution

674.
1721B
Deadly Laser · Tutorial
Quality: 23,879 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

675.
1725B
Basketball Together · Tutorial
Quality: 28,271 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

676.
1732A
Bestie · Tutorial
Quality: 17,540 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
AlRntn's solution

677.
1744C
Traffic Light · Tutorial
Quality: 44,098 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
AlRntn's solution

678.
1760D
Challenging Valleys · Tutorial
Quality: 27,016 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
AlRntn's solution

679.
1800B
Count the Number of Pairs · Tutorial
Quality: 28,412 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
AlRntn's solution

680.
1809B
Points on Plane · Tutorial
Quality: 22,347 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

681.
1816B
Grid Reconstruction · Tutorial
Quality: 16,689 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

682.
1811B
Conveyor Belts · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

683.
1825B
LuoTianyi and the Table · Tutorial
Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

684.
1765E
Exchange · Tutorial
Quality: 11,821 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

685.
1765M
Minimum LCM · Tutorial
Quality: 31,887 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

686.
1766B
Notepad# · Tutorial
Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

687.
1770A
Koxia and Whiteboards · Tutorial
Quality: 25,244 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

688.
1796B
Asterisk-Minor Template · Tutorial
Quality: 18,314 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

689.
1791D
Distinct Split · Tutorial
Quality: 49,268 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
AlRntn's solution

690.
1569B
Chess Tournament · Tutorial
Quality: 19,862 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

691.
1800C1
Powering the Hero (easy version) · Tutorial
Quality: 26,957 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

692.
1790C
Premutation · Tutorial
Quality: 26,845 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

693.
1837C
Best Binary String · Tutorial
Quality: 24,576 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

694.
1579E1
Permutation Minimization by Deque · Tutorial
Quality: 25,201 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

695.
1593C
Save More Mice · Tutorial
Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
AlRntn's solution

696.
1584B
Coloring Rectangles · Tutorial
Quality: 14,352 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

697.
1562B
Scenes From a Memory · Tutorial
Quality: 20,543 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
AlRntn's solution

698.
1353C
Board Moves · Tutorial
Quality: 38,846 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

699.
1844B
Permutations & Primes · Tutorial
Quality: 20,247 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

AlRntn's solution

700.
1847B
Hamon Odyssey · Tutorial
Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
AlRntn's solution

701.
1831B
Array merging · Tutorial
Quality: 35,055 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

702.
1849B
Monsters · Tutorial
Quality: 44,373 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

703.
1851C
Tiles Comeback · Tutorial
Quality: 25,877 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

704.
1858C
Yet Another Permutation Problem · Tutorial
Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
AlRntn's solution

705.
1859B
Olya and Game with Arrays · Tutorial
Quality: 43,901 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

706.
1770B
Koxia and Permutation · Tutorial
Quality: 20,850 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

707.
1772C
Different Differences · Tutorial
Quality: 26,143 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

708.
1781B
Going to the Cinema · Tutorial
Quality: 14,758 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
AlRntn's solution

709.
1876A
Helmets in Night Light · Tutorial
Quality: 34,919 global accepts · Rating: 1000 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

710.
1883C
Raspberries · Tutorial

Quality: 50,170 global accepts · Rating: 1000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
AlRntn's solution

711.
1894B
Two Out of Three · Tutorial
Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

712.
1907B
YetnotherrokenKeoard · Tutorial
Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings
AlRntn's solution

713.
1906A
Easy As ABC · Tutorial
Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force
AlRntn's solution

714.
1550B
Maximum Cost Deletion · Tutorial
Quality: 28,553 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
AlRntn's solution

715.
1490B
Balanced Remainders · Tutorial
Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

716.
1485A
Add and Divide · Tutorial
Quality: 33,144 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

717.
1499B
Binary Removals · Tutorial
Quality: 22,009 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

718.
1539A
Contest Start · Tutorial
Quality: 21,528 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math
AlRntn's solution

719.
1506C
Double-ended Strings · Tutorial
Quality: 35,631 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

720.
1515B
Phoenix and Puzzle · Tutorial
Quality: 27,067 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number

theory
AIRntn's solution

721.
1520C
Not Adjacent Matrix · Tutorial
Quality: 34,541 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
AIRntn's solution

722.
1916B
Two Divisors · Tutorial
Quality: 31,910 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
AIRntn's solution

723.
1927C
Choose the Different Ones! · Tutorial
Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
AIRntn's solution

724.
1969B
Shifts and Sorting · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

725.
1975B
378QAQ and Mocha's Array · Tutorial
Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
AIRntn's solution

726.
1987B
K-Sort · Tutorial
Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
AIRntn's solution

727.
1521A
Nastia and Nearly Good Numbers · Tutorial
Quality: 42,044 global accepts · Rating: 1000 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
AIRntn's solution

728.
1033A
King Escape · Tutorial
Quality: 16,053 global accepts · Rating: 1000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
AIRntn's solution

729.
766A
Mahmoud and Longest Uncommon Subsequence · Tutorial
Quality: 34,546 global accepts · Rating: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
AIRntn's solution

730.
124A
The number of positions · Tutorial
Quality: 44,206 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math
AIRntn's solution

731.
499B
Lecture · Tutorial
Quality: 44,830 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

732.
577A
Multiplication Table · Tutorial
Quality: 45,285 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
AlRntn's solution

733.
1342A
Road To Zero · Tutorial
Quality: 46,416 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

734.
742A
Arpa's hard exam and Mehrdad's naive cheat · Tutorial
Quality: 51,982 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
AlRntn's solution

735.
766B
Mahmoud and a Triangle · Tutorial
Quality: 38,355 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
AlRntn's solution

736.
476A
Dreamoon and Stairs · Tutorial
Quality: 51,613 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

737.
584A
Olesya and Rodion · Tutorial
Quality: 52,608 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

738.
1374C
Move Brackets · Tutorial
Quality: 63,929 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
AlRntn's solution

739.
3A
Shortest path of the king · Tutorial
Quality: 22,144 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
AlRntn's solution

740.
379A
New Year Candles · Tutorial
Quality: 53,266 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

741.
579A
Raising Bacteria · Tutorial
Quality: 78,928 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
AlRntn's solution

742.
339B
Xenia and Ringroad · Tutorial
Quality: 81,375 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

743.
479A
Expression · Tutorial
Quality: 112,281 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

744.
230A
Dragons · Tutorial
Quality: 97,485 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

745.
122A
Lucky Division · Tutorial
Quality: 149,796 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
AlRntn's solution

746.
43A
Football · Tutorial
Quality: 69,167 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: strings
AlRntn's solution

747.
727A
Transformation: from A to B · Tutorial
Quality: 18,024 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math
AlRntn's solution

748.
1986B
Matrix Stabilization · Tutorial
Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
AlRntn's solution

749.
1020B
Badge · Tutorial
Quality: 25,125 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
AlRntn's solution

750.
500A
New Year Transportation · Tutorial
Quality: 62,694 global accepts · Rating: 1000 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
AlRntn's solution

751.
1968C
Assembly via Remainders · Tutorial
Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
AlRntn's solution

752.
1829D
Gold Rush · Tutorial

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
AlRntn's solution

753.
131A
cAPS lOCK · Tutorial
Quality: 100,976 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

754.
58A
Chat room · Tutorial
Quality: 155,993 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
AlRntn's solution

755.
69A
Young Physicist · Tutorial
Quality: 202,364 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

756.
118A
String Task · Tutorial
Quality: 231,429 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
AlRntn's solution

757.
1784A
Monsters (easy version) · Tutorial
Quality: 17,138 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

758.
1A
Theatre Square · Tutorial
Quality: 320,219 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

759.
1931C
Make Equal Again · Tutorial
Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

760.
1941B
Rudolf and 121 · Tutorial
Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
AlRntn's solution

761.
1930B
Permutation Printing · Tutorial
Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

762.
1955B
Progressive Square · Tutorial
Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
AlRntn's solution

763.
1985C
Good Prefixes · Tutorial
Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

764.
1970A1
Balanced Shuffle (Easy) · Tutorial
Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
AlRntn's solution

765.
2218D
The 67th OEIS Problem · Tutorial
Quality: 18,414 global accepts · Rating: 1100 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
AlRntn's solution

766.
2184C
Huge Pile · Tutorial
Quality: 21,857 global accepts · Rating: 1100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
AlRntn's solution

767.
2184B
Hourglass · Tutorial
Quality: 24,107 global accepts · Rating: 1100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

768.
2195C
Dice Roll Sequence · Tutorial
Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

769.
2185D
OutOfMemoryError · Tutorial
Quality: 20,685 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
AlRntn's solution

770.
2193D
Monster Game · Tutorial
Quality: 21,574 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
AlRntn's solution

771.
2183B
Yet Another MEX Problem · Tutorial
Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

772.
2179C
Blackslex and Number Theory · Tutorial
Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
AlRntn's solution

773.
224A
Parallelepiped · Tutorial
Quality: 30,289 global accepts · Rating: 1100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math
AlRntn's solution

774.
2173B
Niko's Tactical Cards · Tutorial
Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
AlRntn's solution

775.
2171C1
Renako Amaori and XOR Game (easy version) · Tutorial
Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
AlRntn's solution

776.
2169B
Drifting Away · Tutorial
Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

777.
1213B
Bad Prices · Tutorial
Quality: 31,555 global accepts · Rating: 1100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
AlRntn's solution

778.
2162C
Beautiful XOR · Tutorial
Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

779.
2160B
Distinct Elements · Tutorial
Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

780.
2155B
Abraham's Great Escape · Tutorial
Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
AlRntn's solution

781.
2146B
Merging the Sets · Tutorial
Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

782.
2138A
Cake Assignment · Tutorial
Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

783.
2137C
Maximum Even Sum · Tutorial
Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math
AlRntn's solution

784.
2131C
Make it Equal · Tutorial
Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

785.
2078B
Vicious Labyrinth · Tutorial
Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
AlRntn's solution

786.
2128B
Deque Process · Tutorial
Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
AlRntn's solution

787.
2125C
Count Good Numbers · Tutorial
Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
AlRntn's solution

788.
2122B
Pile Shuffling · Tutorial
Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

789.
2126C
I Will Definitely Make It · Tutorial
Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

790.
25B
Phone numbers · Tutorial
Quality: 11,255 global accepts · Rating: 1100 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

791.
2112B
Shrinking Array · Tutorial
Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

792.
2111C
Equal Values · Tutorial
Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
AlRntn's solution

793.
2111B
Fibonacci Cubes · Tutorial
Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
AlRntn's solution

794.
1914C
Quests · Tutorial
Quality: 39,534 global accepts · Rating: 1100 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

795.
1370B
GCD Compression · Tutorial
Quality: 25,016 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

796.
2107B
Apples in Boxes · Tutorial
Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
AlRntn's solution

797.
2104C
Card Game · Tutorial
Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
AlRntn's solution

798.
2103B
Binary Typewriter · Tutorial
Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

799.
2096B
Wonderful Gloves · Tutorial
Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

800.
2094D
Tung Tung Sahur · Tutorial
Quality: 23,862 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
AlRntn's solution

801.
2084B
MIN = GCD · Tutorial
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

802.
2086B
Large Array and Segments · Tutorial
Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
AlRntn's solution

803.
2074C
XOR and Triangle · Tutorial
Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
AlRntn's solution

804.
2071B
Perfecto · Tutorial

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AIRntn's solution

805.
2070B
Robot Program · Tutorial
Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AIRntn's solution

806.
2064B
Variety is Discouraged · Tutorial
Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
AIRntn's solution

807.
2065C1
Skibidus and Fanum Tax (easy version) · Tutorial
Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
AIRntn's solution

808.
2063B
Subsequence Update · Tutorial
Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
AIRntn's solution

809.
2061B
Kevin and Geometry · Tutorial
Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
AIRntn's solution

810.
2060D
Subtract Min Sort · Tutorial
Quality: 26,199 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AIRntn's solution

811.
2043B
Digits · Tutorial
Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AIRntn's solution

812.
1324B
Yet Another Palindrome Problem · Tutorial
Quality: 30,795 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
AIRntn's solution

813.
2044D
Harder Problem · Tutorial
Quality: 24,101 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

814.
2050B
Transfusion · Tutorial
Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
AIRntn's solution

815.
2029B
Replacement · Tutorial
Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
AlRntn's solution

816.
2036C
Anya and 1100 · Tutorial
Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
AlRntn's solution

817.
2032B
Medians · Tutorial
Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

818.
2027B
Stalin Sort · Tutorial
Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

819.
2024B
Buying Lemonade · Tutorial
Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings
AlRntn's solution

820.
2030C
A TRUE Battle · Tutorial
Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
AlRntn's solution

821.
2025B
Binomial Coefficients, Kind Of · Tutorial
Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

822.
2014C
Robin Hood in Town · Tutorial
Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

823.
2009C
The Legend of Freya the Frog · Tutorial
Quality: 33,011 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

824.
2008D
Sakurako's Hobby · Tutorial
Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
AlRntn's solution

825.
1673B
A Perfectly Balanced String? · Tutorial

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
AlRntn's solution

826.
1977B
Binary Colouring · Tutorial
Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
AlRntn's solution

827.
1675C
Detective Task · Tutorial
Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

828.
1703D
Double Strings · Tutorial
Quality: 29,206 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, strings
AlRntn's solution

829.
1692D
The Clock · Tutorial
Quality: 21,661 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

830.
1685A
Circular Local MiniMax · Tutorial
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

831.
1637B
MEX and Array · Tutorial
Quality: 15,457 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
AlRntn's solution

832.
1839B
Lamps · Tutorial
Quality: 16,549 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

833.
1807G2
Subsequence Addition (Hard Version) · Tutorial
Quality: 27,844 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
AlRntn's solution

834.
1807G1
Subsequence Addition (Easy Version) · Tutorial
Quality: 22,250 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
AlRntn's solution

835.
1700B
Palindromic Numbers · Tutorial
Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

AIRntn's solution

836.
1557B
Moamen and k-subarrays · Tutorial
Quality: 24,611 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

837.
1717B
Madoka and Underground Competitions · Tutorial
Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
AIRntn's solution

838.
1820B
JoJo's Incredible Adventures · Tutorial
Quality: 23,010 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: math, strings, two pointers
AIRntn's solution

839.
2004C
Splitting Items · Tutorial
Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
AIRntn's solution

840.
1857B
Maximum Rounding · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
AIRntn's solution

841.
1957B
A BIT of a Construction · Tutorial
Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
AIRntn's solution

842.
1891B
Deja Vu · Tutorial
Quality: 29,017 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
AIRntn's solution

843.
1899B
250 Thousand Tons of TNT · Tutorial
Quality: 33,360 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory
AIRntn's solution

844.
1869B
2D Traveling · Tutorial
Quality: 25,720 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, shortest paths, sortings
AIRntn's solution

845.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
AIRntn's solution

846.
1923B
Monsters Attack! · Tutorial
Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

847.
1884B
Haunted House · Tutorial
Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
AlRntn's solution

848.
1932B
Chaya Calendar · Tutorial
Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: number theory
AlRntn's solution

849.
1706B
Making Towers · Tutorial
Quality: 17,484 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
AlRntn's solution

850.
1731B
Kill Demodogs · Tutorial
Quality: 26,797 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

851.
1638B
Odd Swap Sort · Tutorial
Quality: 22,546 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
AlRntn's solution

852.
1702C
Train and Queries · Tutorial
Quality: 25,123 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

853.
1872C
Non-coprime Split · Tutorial
Quality: 26,383 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

854.
1739B
Array Recovery · Tutorial
Quality: 24,436 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

855.
1821B
Sort the Subarray · Tutorial
Quality: 28,331 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
AlRntn's solution

856.
1826B
Lunatic Never Content · Tutorial
Quality: 28,164 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

AlRntn's solution

857.
1864B
Swap and Reverse · Tutorial
Quality: 16,615 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
AlRntn's solution

858.
1942B
Bessie and MEX · Tutorial
Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

859.
1920B
Summation Game · Tutorial
Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
AlRntn's solution

860.
1783B
Matrix of Differences · Tutorial
Quality: 19,319 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

861.
1933C
Turtle Fingers: Count the Values of k · Tutorial
Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
AlRntn's solution

862.
1867B
XOR Palindromes · Tutorial
Quality: 18,633 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
AlRntn's solution

863.
1787B
Number Factorization · Tutorial
Quality: 14,892 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

864.
1827A
Counting Orders · Tutorial
Quality: 28,808 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
AlRntn's solution

865.
1836B
Astrophysicists · Tutorial
Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

866.
1842B
Tenzing and Books · Tutorial
Quality: 25,540 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

867.
1811C
Restore the Array · Tutorial
Quality: 22,227 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

868.
1850E
Cardboard for Pictures · Tutorial
Quality: 34,998 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math
AlRntn's solution

869.
1682B
AND Sorting · Tutorial
Quality: 26,406 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
AlRntn's solution

870.
1669D
Colorful Stamp · Tutorial
Quality: 25,421 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

871.
1904B
Collecting Game · Tutorial
Quality: 27,917 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
AlRntn's solution

872.
1921D
Very Different Array · Tutorial
Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
AlRntn's solution

873.
1917B
Erase First or Second Letter · Tutorial
Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
AlRntn's solution

874.
1743C
Save the Magazines · Tutorial
Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

875.
1838B
Minimize Permutation Subarrays · Tutorial
Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

876.
1966B
Rectangle Filling · Tutorial
Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

877.
1899C
Yarik and Array · Tutorial
Quality: 34,866 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
AlRntn's solution

878.
1840B
Binary Cafe · Tutorial
Quality: 24,724 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
AlRntn's solution

879.
1832B
Maximum Sum · Tutorial
Quality: 35,493 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings, two pointers
AlRntn's solution

880.
1863B
Split Sort · Tutorial
Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

881.
1999D
Slavic's Exam · Tutorial
Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

882.
1669F
Eating Candies · Tutorial
Quality: 39,619 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
AlRntn's solution

883.
1676E
Eating Queries · Tutorial
Quality: 33,073 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

884.
1760E
Binary Inversions · Tutorial
Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
AlRntn's solution

885.
1862C
Flower City Fence · Tutorial
Quality: 23,085 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings
AlRntn's solution

886.
1726B
Mainak and Interesting Sequence · Tutorial
Quality: 16,849 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

887.
1791E
Negatives and Positives · Tutorial

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
AIRntn's solution

888.
1729C
Jumping on Tiles · Tutorial
Quality: 21,641 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
AIRntn's solution

889.
1793B
Fedya and Array · Tutorial
Quality: 17,096 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

890.
1797B
Li Hua and Pattern · Tutorial
Quality: 24,614 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

891.
1901B
Chip and Ribbon · Tutorial
Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AIRntn's solution

892.
1993B
Parity and Sum · Tutorial
Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

893.
1742D
Coprime · Tutorial
Quality: 34,105 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory
AIRntn's solution

894.
1722D
Line · Tutorial
Quality: 26,554 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

895.
1788B
Sum of Two Numbers · Tutorial
Quality: 22,357 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
AIRntn's solution

896.
1791G1
Teleporters (Easy Version) · Tutorial
Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

897.
1905B
Begginer's Zelda · Tutorial
Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees
AIRntn's solution

898.
1631B
Fun with Even Subarrays · Tutorial

Quality: 26,895 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

899.
1948B
Array Fix · Tutorial
Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

900.
1873E
Building an Aquarium · Tutorial
Quality: 43,460 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings
AlRntn's solution

901.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
AlRntn's solution

902.
1976B
Increase/Decrease/Copy · Tutorial
Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

903.
1944B
Equal XOR · Tutorial
Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

904.
1950D
Product of Binary Decimals · Tutorial
Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
AlRntn's solution

905.
1997C
Even Positions · Tutorial
Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
AlRntn's solution

906.
1997B
Make Three Regions · Tutorial
Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
AlRntn's solution

907.
1991B
AND Reconstruction · Tutorial
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

908.
1863C
MEX Repetition · Tutorial
Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

AlRntn's solution

909.
1800C2
Powering the Hero (hard version) · Tutorial
Quality: 27,089 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

910.
1994B
Fun Game · Tutorial
Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
AlRntn's solution

911.
1263A
Sweet Problem · Tutorial
Quality: 17,226 global accepts · Rating: 1100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

912.
519B
A and B and Compilation Errors · Tutorial
Quality: 43,710 global accepts · Rating: 1100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
AlRntn's solution

913.
1327A
Sum of Odd Integers · Tutorial
Quality: 45,733 global accepts · Rating: 1100 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

914.
313B
Ilya and Queries · Tutorial
Quality: 54,502 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

915.
1221B
Knights · Tutorial
Quality: 12,525 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

916.
270A
Fancy Fence · Tutorial
Quality: 50,825 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
AlRntn's solution

917.
706B
Interesting drink · Tutorial
Quality: 84,452 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
AlRntn's solution

918.
1829E
The Lakes · Tutorial
Quality: 26,629 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
AlRntn's solution

919.
363B
Fence · Tutorial
Quality: 67,073 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
AlRntn's solution

920.
456A
Laptops · Tutorial
Quality: 56,783 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: sortings
AlRntn's solution

921.
296A
Yaroslav and Permutations · Tutorial
Quality: 26,039 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

922.
1472C
Long Jumps · Tutorial
Quality: 35,341 global accepts · Rating: 1100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
AlRntn's solution

923.
1986C
Update Queries · Tutorial
Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

924.
1511C
Yet Another Card Deck · Tutorial
Quality: 32,810 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
AlRntn's solution

925.
1324C
Frog Jumps · Tutorial
Quality: 30,515 global accepts · Rating: 1100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
AlRntn's solution

926.
158B
Taxi · Tutorial
Quality: 103,830 global accepts · Rating: 1100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, implementation
AlRntn's solution

927.
1971D
Binary Cut · Tutorial
Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
AlRntn's solution

928.
1946B
Maximum Sum · Tutorial
Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
AlRntn's solution

929.
1984B
Large Addition · Tutorial
Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

930.
2210C1
A Simple GCD Problem (Easy Version) · Tutorial
Quality: 12,814 global accepts · Rating: 1200 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
AlRntn's solution

931.
2218E
The 67th XOR Problem · Tutorial
Quality: 14,076 global accepts · Rating: 1200 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force
AlRntn's solution

932.
2196A
Game with a Fraction · Tutorial
Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
AlRntn's solution

933.
2189B
The Curse of the Frog · Tutorial
Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

934.
2190A
Sorting Game · Tutorial
Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
AlRntn's solution

935.
2182C
Production of Snowmen · Tutorial
Quality: 15,519 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
AlRntn's solution

936.
2178C
First or Second · Tutorial
Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

937.
2158B
Split · Tutorial
Quality: 13,950 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

938.
2170B
Addition on a Segment · Tutorial
Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

939.
2172E
Number Maze · Tutorial

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AIRntn's solution

940.
2161C
Loyalty · Tutorial
Quality: 12,556 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
AIRntn's solution

941.
1822D
Super-Permutation · Tutorial
Quality: 19,020 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

942.
2149D
A and B · Tutorial
Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
AIRntn's solution

943.
2135A
Against the Difference · Tutorial
Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
AIRntn's solution

944.
2148E
Split · Tutorial
Quality: 14,065 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
AIRntn's solution

945.
2137D
Replace with Occurrences · Tutorial
Quality: 19,548 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AIRntn's solution

946.
2134C
Even Larger · Tutorial
Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
AIRntn's solution

947.
2134B
Add 0 or K · Tutorial
Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AIRntn's solution

948.
2128C
Leftmost Below · Tutorial
Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

949.
2113B
Good Start · Tutorial
Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

950.
2126D
This Is the Last Time · Tutorial
Quality: 24,016 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

951.
2119B
Line Segments · Tutorial
Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
AlRntn's solution

952.
2121C
Those Who Are With Us · Tutorial
Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

953.
2123D
Binary String Battle · Tutorial
Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
AlRntn's solution

954.
2118B
Make It Permutation · Tutorial
Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

955.
2117D
Retaliation · Tutorial
Quality: 22,123 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
AlRntn's solution

956.
2117C
Cool Partition · Tutorial
Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
AlRntn's solution

957.
2109B
Slice to Survive · Tutorial
Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

958.
1546B
AquaMoon and Stolen String · Tutorial
Quality: 13,953 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
AlRntn's solution

959.
1907C
Removal of Unattractive Pairs · Tutorial
Quality: 23,136 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
AlRntn's solution

960.
2094E
Boneca Ambalabu · Tutorial
Quality: 18,569 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

AlRntn's solution

961.
1527B1
Palindrome Game (easy version) · Tutorial
Quality: 34,402 global accepts · Rating: 1200 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
AlRntn's solution

962.
2092C
Asuna and the Mosquitoes · Tutorial
Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

963.
2091D
Place of the Olympiad · Tutorial
Quality: 23,492 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

964.
2072C
Creating Keys for StORages Has Become My Main Skill · Tutorial
Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

965.
2069B
Set of Strangers · Tutorial
Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices
AlRntn's solution

966.
2065D
Skibidus and Sigma · Tutorial
Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

967.
2062C
Cirno and Operations · Tutorial
Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · last AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

968.
2056C
Palindromic Subsequences · Tutorial
Quality: 19,436 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

969.
1352B
Same Parity Summands · Tutorial
Quality: 44,820 global accepts · Rating: 1200 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

970.
2053B
Outstanding Impressionist · Tutorial
Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
AlRntn's solution

971.
2051D
Counting Pairs · Tutorial
Quality: 23,921 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
AlRntn's solution

972.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
AlRntn's solution

973.
2050C
Uninteresting Number · Tutorial
Quality: 25,002 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
AlRntn's solution

974.
2047C
Swap Columns and Find a Path · Tutorial
Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

975.
2046A
Swap Columns and Find a Path · Tutorial
Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

976.
2041E
Beautiful Array · Tutorial
Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

977.
2041B
Bowling Frame · Tutorial
Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

978.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
AlRntn's solution

979.
2021B
Maximize Mex · Tutorial
Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

980.
2020B
Brightness Begins · Tutorial
Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

981.
2019B
All Pairs Segments · Tutorial

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

982.
1530C
Pursuit · Tutorial
Quality: 15,576 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
AlRntn's solution

983.
2005B2
The Strict Teacher (Hard Version) · Tutorial
Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
AlRntn's solution

984.
1903B
StORage room · Tutorial
Quality: 14,835 global accepts · Rating: 1200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
AlRntn's solution

985.
1742E
Scuza · Tutorial
Quality: 38,621 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

986.
1720C
Corners · Tutorial
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

987.
1656C
Make Equal With Mod · Tutorial
Quality: 21,005 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
AlRntn's solution

988.
1738B
Prefix Sum Addicts · Tutorial
Quality: 18,793 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

989.
1846D
Rudolph and Christmas Tree · Tutorial
Quality: 22,449 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
AlRntn's solution

990.
1916C
Training Before the Olympiad · Tutorial
Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
AlRntn's solution

991.
1846C
Rudolf and the Another Competition · Tutorial

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
AIRntn's solution

992.
1539C
Stable Groups · Tutorial
Quality: 31,463 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

993.
1635C
Differential Sorting · Tutorial
Quality: 25,132 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

994.
1647B
Madoka and the Elegant Gift · Tutorial
Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
AIRntn's solution

995.
1641A
Great Sequence · Tutorial
Quality: 18,983 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
AIRntn's solution

996.
1537C
Challenging Cliffs · Tutorial
Quality: 30,282 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AIRntn's solution

997.
1736B
Playing with GCD · Tutorial
Quality: 20,258 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AIRntn's solution

998.
1703E
Mirror Grid · Tutorial
Quality: 27,585 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AIRntn's solution

999.
1536B
Prinzessin der Verurteilung · Tutorial
Quality: 25,027 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, strings
AIRntn's solution

1000.
1637C
Andrew and Stones · Tutorial
Quality: 18,744 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AIRntn's solution

1001.
1934B
Yet Another Coin Problem · Tutorial
Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
AIRntn's solution

1002.
1650C
Weight of the System of Nested Segments · Tutorial
Quality: 18,513 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, sortings
AlRntn's solution

1003.
1692E
Binary Deque · Tutorial
Quality: 33,282 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers
AlRntn's solution

1004.
1790D
Matryoshkas · Tutorial
Quality: 31,564 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

1005.
1793C
Dora and Search · Tutorial
Quality: 33,099 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
AlRntn's solution

1006.
1792B
Stand-up Comedian · Tutorial
Quality: 24,142 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

1007.
1857C
Assembly via Minimums · Tutorial
Quality: 41,757 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

1008.
1853B
Fibonaccharsis · Tutorial
Quality: 19,728 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

1009.
1681C
Double Sort · Tutorial
Quality: 18,731 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

1010.
1657C
Bracket Sequence Deletion · Tutorial
Quality: 17,683 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

1011.
1832C
Contrast Value · Tutorial
Quality: 34,395 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

1012.
1834C
Game with Reversing · Tutorial

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings
AlRntn's solution

1013.
1979C
Earning on Bets · Tutorial
Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
AlRntn's solution

1014.
1747C
Swap Game · Tutorial
Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games
AlRntn's solution

1015.
1870B
Friendly Arrays · Tutorial
Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

1016.
1669E
2-Letter Strings · Tutorial
Quality: 21,255 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, strings
AlRntn's solution

1017.
1679B
Stone Age Problem · Tutorial
Quality: 27,431 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
AlRntn's solution

1018.
1671C
Dolce Vita · Tutorial
Quality: 25,388 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
AlRntn's solution

1019.
1886B
Fear of the Dark · Tutorial
Quality: 18,016 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math
AlRntn's solution

1020.
1872D
Plus Minus Permutation · Tutorial
Quality: 38,828 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

1021.
1485B
Replace and Keep Sorted · Tutorial
Quality: 17,922 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
AlRntn's solution

1022.
1592B
Hemose Shopping · Tutorial
Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
AlRntn's solution

1023.
1877C
Joyboard · Tutorial
Quality: 12,836 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

1024.
1975C
Chamo and Mocha's Array · Tutorial
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
AlRntn's solution

1025.
1541B
Pleasant Pairs · Tutorial
Quality: 38,482 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
AlRntn's solution

1026.
1881C
Perfect Square · Tutorial
Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
AlRntn's solution

1027.
1510K
King's Task · Tutorial
Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
AlRntn's solution

1028.
1674D
A-B-C Sort · Tutorial
Quality: 17,791 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
AlRntn's solution

1029.
1594C
Make Them Equal · Tutorial
Quality: 28,340 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
AlRntn's solution

1030.
1935B
Informatics in MAC · Tutorial
Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1031.
1343C
Alternating Subsequence · Tutorial
Quality: 44,073 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
AlRntn's solution

1032.
1352C
K-th Not Divisible by n · Tutorial
Quality: 69,770 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1033.
1933D
Turtle Tenacity: Continual Mods · Tutorial
Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory, sortings
AlRntn's solution

1034.
2003C
Turtle and Good Pairs · Tutorial
Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
AlRntn's solution

1035.
1909B
Make Almost Equal With Mod · Tutorial
Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
AlRntn's solution

1036.
1914D
Three Activities · Tutorial
Quality: 38,093 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
AlRntn's solution

1037.
1619C
Wrong Addition · Tutorial
Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

1038.
1608B
Build the Permutation · Tutorial
Quality: 12,486 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1039.
1613C
Poisoned Dagger · Tutorial
Quality: 29,714 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search
AlRntn's solution

1040.
1808B
Playing in a Casino · Tutorial
Quality: 29,668 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
AlRntn's solution

1041.
1826A
Trust Nobody · Tutorial
Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
AlRntn's solution

1042.
1744D
Divisibility by 2^n · Tutorial
Quality: 24,523 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

1043.
1922B
Forming Triangles · Tutorial
Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

AlRntn's solution

1044.
1578E
Easy Scheduling · Tutorial
Quality: 4,134 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

1045.
1941D
Rudolf and the Ball Game · Tutorial
Quality: 20,938 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation
AlRntn's solution

1046.
1954B
Make It Ugly · Tutorial
Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

1047.
1945C
Left and Right Houses · Tutorial
Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

1048.
1951B
Battle Cows · Tutorial
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
AlRntn's solution

1049.
1553C
Penalty · Tutorial
Quality: 19,803 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
AlRntn's solution

1050.
1581B
Diameter of Graph · Tutorial
Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
AlRntn's solution

1051.
129B
Students and Shoelaces · Tutorial
Quality: 13,865 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
AlRntn's solution

1052.
902B
Coloring a Tree · Tutorial
Quality: 11,948 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy
AlRntn's solution

1053.
522A
Reposts · Tutorial
Quality: 18,828 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
AlRntn's solution

1054.
1925B
A Balanced Problemset? · Tutorial
Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

1055.
1598C
Delete Two Elements · Tutorial
Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
AlRntn's solution

1056.
1669G
Fall Down · Tutorial
Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
AlRntn's solution

1057.
1982B
Collatz Conjecture · Tutorial
Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
AlRntn's solution

1058.
1800D
Remove Two Letters · Tutorial
Quality: 29,346 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings
AlRntn's solution

1059.
1982C
Boring Day · Tutorial
Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
AlRntn's solution

1060.
2000D
Right Left Wrong · Tutorial
Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
AlRntn's solution

1061.
2002C
Black Circles · Tutorial
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
AlRntn's solution

1062.
682B
Alyona and Mex · Tutorial
Quality: 12,747 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: sortings
AlRntn's solution

1063.
1926C
Vlad and a Sum of Sum of Digits · Tutorial
Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
AlRntn's solution

1064.
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
AlRntn's solution

1065.
1987C
Basil's Garden · Tutorial
Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1066.
1989B
Substring and Subsequence · Tutorial
Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
AlRntn's solution

1067.
1990B
Array Craft · Tutorial
Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1068.
1992D
Test of Love · Tutorial
Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

1069.
1983B
Corner Twist · Tutorial
Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

1070.
1355A
Sequence with Digits · Tutorial
Quality: 28,801 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

1071.
327A
Flipping Game · Tutorial
Quality: 49,905 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
AlRntn's solution

1072.
1520D
Same Differences · Tutorial
Quality: 64,484 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
AlRntn's solution

1073.
514A
ChewbaD 6 æB çVÖ&W Tutorial
Quality: 71,316 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

1074.
1559C
Mocha and Hiking · Tutorial
Quality: 22,811 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
AlRntn's solution

1075.
1843D
Apple Tree · Tutorial
Quality: 21,692 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
AlRntn's solution

1076.
474B
Worms · Tutorial
Quality: 62,546 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
AlRntn's solution

1077.
466A
Cheap Travel · Tutorial
Quality: 77,021 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

1078.
492B
Vanya and Lanterns · Tutorial
Quality: 90,189 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings
AlRntn's solution

1079.
217A
Ice Skating · Tutorial
Quality: 24,340 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
AlRntn's solution

1080.
1433D
Districts Connection · Tutorial
Quality: 30,580 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
AlRntn's solution

1081.
445A
DZY Loves Chessboard · Tutorial
Quality: 33,667 global accepts · Rating: 1200 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
AlRntn's solution

1082.
489B
BerSU Ball · Tutorial
Quality: 56,739 global accepts · Rating: 1200 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
AlRntn's solution

1083.
1985E
Secret Box · Tutorial
Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
AlRntn's solution

1084.
1954C
Long Multiplication · Tutorial
Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

1085.
2200D
Portal · Tutorial
Quality: 11,783 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

1086.
2201A1
Lost Civilization (Easy Version) · Tutorial
Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

1087.
2192C
All-in-one Gun · Tutorial
Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

1088.
2195D
Absolute Cinema · Tutorial
Quality: 13,662 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

1089.
2187A
Restricted Sorting · Tutorial
Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

1090.
2193E
Product Queries · Tutorial
Quality: 15,203 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
AlRntn's solution

1091.
2189C1
XOR Convenience (Easy Version) · Tutorial
Quality: 13,899 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

1092.
2179D
Blackslex and Penguin Civilization · Tutorial
Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
AlRntn's solution

1093.
2160C
Reverse XOR · Tutorial
Quality: 15,159 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
AlRntn's solution

1094.
2170C
Quotient and Remainder · Tutorial
Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
AlRntn's solution

1095.
2172M
Maximum Distance To Port · Tutorial

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
AIRntn's solution

1096.
2165A
Cyclic Merging · Tutorial
Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

1097.
2169C
Range Operation · Tutorial
Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
AIRntn's solution

1098.
2150A
Incremental Path · Tutorial
Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
AIRntn's solution

1099.
2145C
Monocarp's String · Tutorial
Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
AIRntn's solution

1100.
2152B
Catching the Krug · Tutorial
Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
AIRntn's solution

1101.
2146C
Wrong Binary Search · Tutorial
Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
AIRntn's solution

1102.
2143C
Max Tree · Tutorial
Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
AIRntn's solution

1103.
2144C
Non-Descending Arrays · Tutorial
Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AIRntn's solution

1104.
430C
Xor-tree · Tutorial
Rating: 1300 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
AIRntn's solution

1105.
1454D
Number into Sequence · Tutorial
Quality: 22,148 global accepts · Rating: 1300 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AIRntn's solution

1106.
2127B
Hamiiid, Haaamid... Hamid? · Tutorial
Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AlRntn's solution

1107.
2129A
Double Perspective · Tutorial
Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
AlRntn's solution

1108.
2119C
A Good Problem · Tutorial
Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

1109.
2121D
1709 · Tutorial
Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

1110.
2118C
Make It Beautiful · Tutorial
Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math
AlRntn's solution

1111.
2116B
Gellyfish and Baby's Breath · Tutorial
Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

1112.
2101A
Mex in the Grid · Tutorial
Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

1113.
2108B
SUMdamental Decomposition · Tutorial
Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
AlRntn's solution

1114.
2086C
Disappearing Permutation · Tutorial
Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
AlRntn's solution

1115.
2091E
Interesting Ratio · Tutorial
Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers
AlRntn's solution

1116.
2075B
Array Recoloring · Tutorial
Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1117.
2072D
For Wizards, the Exam Is Easy, but I Couldn't Handle It · Tutorial
Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
AlRntn's solution

1118.
2064C
Remove the Ends · Tutorial
Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
AlRntn's solution

1119.
1942C1
Bessie's Birthday Cake (Easy Version) · Tutorial
Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
AlRntn's solution

1120.
2065C2
Skibidus and Fanum Tax (hard version) · Tutorial
Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
AlRntn's solution

1121.
2059B
Cost of the Array · Tutorial
Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AlRntn's solution

1122.
2056B
Find the Permutation · Tutorial
Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
AlRntn's solution

1123.
1352D
Alice, Bob and Candies · Tutorial
Quality: 29,855 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

1124.
2049B
pspspsps · Tutorial
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
AlRntn's solution

1125.
2044E
Insane Problem · Tutorial
Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory
AlRntn's solution

1126.
234C
Weather · Tutorial
Quality: 5,947 global accepts · Rating: 1300 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

1127.
2050D
Digital string maximization · Tutorial
Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
AlRntn's solution

1128.
2041A
The Bento Box Adventure · Tutorial
Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

1129.
2037D
Sharky Surfing · Tutorial
Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
AlRntn's solution

1130.
2031C
Penchick and BBQ Buns · Tutorial
Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

1131.
2036D
I Love 1543 · Tutorial
Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices
AlRntn's solution

1132.
2026B
Black Cells · Tutorial
Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
AlRntn's solution

1133.
2033D
Kousuke's Assignment · Tutorial
Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math
AlRntn's solution

1134.
2024C
Concatenation of Arrays · Tutorial
Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

1135.
2023A
Concatenation of Arrays · Tutorial
Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

1136.
2025C
New Game · Tutorial

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
AIRntn's solution

1137.
2022B
Kar Salesman · Tutorial
Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AIRntn's solution

1138.
2021C1
Adjust The Presentation (Easy Version) · Tutorial
Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

1139.
1864C
Divisor Chain · Tutorial
Quality: 15,283 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
AIRntn's solution

1140.
1882B
Sets and Union · Tutorial
Quality: 17,416 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
AIRntn's solution

1141.
1899E
Queue Sort · Tutorial
Quality: 18,275 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AIRntn's solution

1142.
1881D
Divide and Equalize · Tutorial
Quality: 28,431 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AIRntn's solution

1143.
1931D
Divisible Pairs · Tutorial
Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AIRntn's solution

1144.
1955C
Inhabitant of the Deep Sea · Tutorial
Quality: 24,504 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AIRntn's solution

1145.
1561C
Deep Down Below · Tutorial
Quality: 21,415 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AIRntn's solution

1146.
1607D
Blue-Red Permutation · Tutorial
Quality: 18,124 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AIRntn's solution

1147.
1693A
Directional Increase · Tutorial
Quality: 17,437 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

1148.
1768C
Elemental Decompress · Tutorial
Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
AlRntn's solution

1149.
1786B
Cake Assembly Line · Tutorial
Quality: 9,836 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
AlRntn's solution

1150.
1659B
Bit Flipping · Tutorial
Quality: 12,031 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
AlRntn's solution

1151.
1879C
Make it Alternating · Tutorial
Quality: 27,114 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
AlRntn's solution

1152.
1650D
Twist the Permutation · Tutorial
Quality: 14,703 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
AlRntn's solution

1153.
1776H
Beppa and SwerChat · Tutorial
Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
AlRntn's solution

1154.
1647C
Madoka and Childish Pranks · Tutorial
Quality: 13,331 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1155.
1675D
Vertical Paths · Tutorial
Quality: 14,773 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
AlRntn's solution

1156.
1667A
Make it Increasing · Tutorial
Quality: 15,684 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

1157.
1899D
Yarik and Musical Notes · Tutorial

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
AlRntn's solution

1158.
1736C1
Good Subarrays (Easy Version) · Tutorial
Quality: 16,529 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
AlRntn's solution

1159.
1857D
Strong Vertices · Tutorial
Quality: 29,320 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees
AlRntn's solution

1160.
1868A
Fill in the Matrix · Tutorial
Quality: 13,613 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

1161.
1870C
Colorful Table · Tutorial
Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
AlRntn's solution

1162.
1873F
Money Trees · Tutorial
Quality: 19,703 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
AlRntn's solution

1163.
1821C
Tear It Apart · Tutorial
Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
AlRntn's solution

1164.
1819A
Constructive Problem · Tutorial
Quality: 14,593 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

1165.
1900C
Anji's Binary Tree · Tutorial
Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

1166.
1775B
Gardener and the Array · Tutorial
Quality: 20,736 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

1167.
1638C
Inversion Graph · Tutorial
Quality: 15,942 global accepts · Rating: 1300 · first AC: 2024-06-18 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data

structures, dsu, graphs, math
AlRntn's solution

1168.
1810C
Make It Permutation · Tutorial
Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
AlRntn's solution

1169.
1794C
Scoring Subsequences · Tutorial
Quality: 22,084 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
AlRntn's solution

1170.
1807E
Interview · Tutorial
Quality: 16,775 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive
AlRntn's solution

1171.
1823C
Strongly Composite · Tutorial
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

1172.
1826C
Dreaming of Freedom · Tutorial
Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

1173.
1660C
Get an Even String · Tutorial
Quality: 22,014 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
AlRntn's solution

1174.
1926D
Vlad and Division · Tutorial
Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
AlRntn's solution

1175.
1862D
Ice Cream Balls · Tutorial
Quality: 19,841 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
AlRntn's solution

1176.
1867C
Salyg1n and the MEX Game · Tutorial
Quality: 12,670 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
AlRntn's solution

1177.
1560D
Make a Power of Two · Tutorial
Quality: 19,458 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
AlRntn's solution

1178.
1676F
Longest Strike · Tutorial
Quality: 20,190 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
AlRntn's solution

1179.
1973B
Cat, Fox and the Lonely Array · Tutorial
Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
AlRntn's solution

1180.
1733C
Parity Shuffle Sorting · Tutorial
Quality: 17,102 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
AlRntn's solution

1181.
1558A
Charmed by the Game · Tutorial
Quality: 11,495 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

1182.
1556B
Take Your Places! · Tutorial
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

1183.
1978C
Manhattan Permutations · Tutorial
Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
AlRntn's solution

1184.
1615B
And It's Non-Zero · Tutorial
Quality: 17,916 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

1185.
1574C
Slay the Dragon · Tutorial
Quality: 18,569 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
AlRntn's solution

1186.
1778B
The Forbidden Permutation · Tutorial
Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

1187.
1913C
Game with Multiset · Tutorial
Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
AlRntn's solution

1188.
1555B
Two Tables · Tutorial
Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force
AlRntn's solution

1189.
1555C
Coin Rows · Tutorial
Quality: 24,085 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
AlRntn's solution

1190.
1692F
3SUM · Tutorial
Quality: 27,150 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

1191.
1737B
Ela's Fitness and the Luxury Number · Tutorial
Quality: 10,185 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
AlRntn's solution

1192.
1774C
Ice and Fire · Tutorial
Quality: 13,275 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

1193.
1601A
Array Elimination · Tutorial
Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
AlRntn's solution

1194.
1788C
Matching Numbers · Tutorial
Quality: 19,467 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1195.
1594E1
Rubik's Cube Coloring (easy version) · Tutorial
Quality: 12,196 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1196.
1627B
Not Sitting · Tutorial
Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
AlRntn's solution

1197.
1618D
Array and Operations · Tutorial
Quality: 20,897 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
AlRntn's solution

1198.
1851D
Prefix Permutation Sums · Tutorial
Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

AlRntn's solution

1199.
1698C
3SUM Closure · Tutorial
Quality: 19,752 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
AlRntn's solution

1200.
1717C
Madoka and Formal Statement · Tutorial
Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

1201.
1703F
Yet Another Problem About Pairs Satisfying an Inequality · Tutorial
Quality: 30,051 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
AlRntn's solution

1202.
1753A1
Make Nonzero Sum (easy version) · Tutorial
Quality: 16,452 global accepts · Rating: 1300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

1203.
1585C
Minimize Distance · Tutorial
Quality: 12,821 global accepts · Rating: 1300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

1204.
1766C
Hamiltonian Wall · Tutorial
Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

1205.
1726C
Jatayu's Balanced Bracket Sequence · Tutorial
Quality: 13,398 global accepts · Rating: 1300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
AlRntn's solution

1206.
1948C
Arrow Path · Tutorial
Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
AlRntn's solution

1207.
1249B2
Books Exchange (hard version) · Tutorial
Quality: 18,396 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
AlRntn's solution

1208.
1676G
White-Black Balanced Subtrees · Tutorial
Quality: 24,004 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

1209.
1844C
Particles · Tutorial

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
AlRntn's solution

1210.
1612C
Chat Ban · Tutorial
Quality: 25,807 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1211.
1945D
Seraphim the Owl · Tutorial
Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1212.
1943A
MEX Game 1 · Tutorial
Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AlRntn's solution

1213.
1927D
Find the Different Ones! · Tutorial
Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
AlRntn's solution

1214.
1850F
We Were Both Children · Tutorial
Quality: 24,588 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
AlRntn's solution

1215.
1937B
Binary Path · Tutorial
Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

1216.
1741D
Masha and a Beautiful Tree · Tutorial
Quality: 18,339 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
AlRntn's solution

1217.
1669H
Maximal AND · Tutorial
Quality: 29,112 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

1218.
600B
Queries about less or equal elements · Tutorial
Quality: 39,166 global accepts · Rating: 1300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
AlRntn's solution

1219.
1661B
Getting Zero · Tutorial
Quality: 20,687 global accepts · Rating: 1300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

AlRntn's solution

1220.
1846E1
Rudolf and Snowflakes (simple version) · Tutorial
Quality: 25,207 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

1221.
1980C
Sofia and the Lost Operations · Tutorial
Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1222.
1981B
Turtle and an Infinite Sequence · Tutorial
Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
AlRntn's solution

1223.
1829F
Forever Winter · Tutorial
Quality: 21,852 global accepts · Rating: 1300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math
AlRntn's solution

1224.
1999E
Triple Operations · Tutorial
Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
AlRntn's solution

1225.
1915E
Romantic Glasses · Tutorial
Quality: 34,527 global accepts · Rating: 1300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
AlRntn's solution

1226.
1991C
Absolute Zero · Tutorial
Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1227.
1988C
Increasing Sequence with Fixed OR · Tutorial
Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

1228.
451B
Sort the Array · Tutorial
Quality: 52,872 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
AlRntn's solution

1229.
189A
Cut Ribbon · Tutorial
Quality: 80,880 global accepts · Rating: 1300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
AlRntn's solution

1230.
230B
T-primes · Tutorial

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
AlRntn's solution

1231.
4C
Registration System · Tutorial
Quality: 108,149 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
AlRntn's solution

1232.
96B
Lucky Numbers (easy) · Tutorial
Quality: 19,107 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force
AlRntn's solution

1233.
476B
Dreamoon and WiFi · Tutorial
Quality: 37,027 global accepts · Rating: 1300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
AlRntn's solution

1234.
893C
Rumor · Tutorial
Quality: 28,270 global accepts · Rating: 1300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
AlRntn's solution

1235.
1360E
Polygon · Tutorial
Quality: 27,995 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
AlRntn's solution

1236.
1420C1
Pokémon Army (easy version) · Tutorial
Quality: 18,976 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

1237.
25A
IQ test · Tutorial
Quality: 103,877 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

1238.
1968D
Permutation Game · Tutorial
Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
AlRntn's solution

1239.
1984C1
Magnitude (Easy Version) · Tutorial
Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
AlRntn's solution

1240.
2190B1
Sub-RBS (Easy Version) · Tutorial
Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, strings, two pointers
AlRntn's solution

1241.
1559D1
Mocha and Diana (Easy Version) · Tutorial
Quality: 16,031 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
AlRntn's solution

1242.
2173C
Kanade's Perfect Multiples · Tutorial
Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
AlRntn's solution

1243.
2158C
Annoying Game · Tutorial
Quality: 11,062 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
AlRntn's solution

1244.
1513B
AND Sequences · Tutorial
Quality: 20,105 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
AlRntn's solution

1245.
2171D
Rae Taylor and Trees (easy version) · Tutorial
Quality: 11,580 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
AlRntn's solution

1246.
2171C2
Renako Amaori and XOR Game (hard version) · Tutorial
Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
AlRntn's solution

1247.
2164C
Dungeon · Tutorial
Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
AlRntn's solution

1248.
1197C
Array Splitting · Tutorial
Quality: 15,247 global accepts · Rating: 1400 · first AC: 2025-10-30 · last AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

1249.
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
AlRntn's solution

1250.
2154C1
No Cost Too Great (Easy Version) · Tutorial

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
AIRntn's solution

1251.
2162D
Beautiful Permutation · Tutorial
Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
AIRntn's solution

1252.
2151C
Incremental Stay · Tutorial
Quality: 10,267 global accepts · Rating: 1400 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
AIRntn's solution

1253.
1520E
Arranging The Sheep · Tutorial
Quality: 28,612 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AIRntn's solution

1254.
2152C
Triple Removal · Tutorial
Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
AIRntn's solution

1255.
2133C
The Nether · Tutorial
Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
AIRntn's solution

1256.
2132C2
The Cunning Seller (hard version) · Tutorial
Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AIRntn's solution

1257.
2131E
Adjacent XOR · Tutorial
Quality: 17,121 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AIRntn's solution

1258.
2131D
Arboris Contractio · Tutorial
Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
AIRntn's solution

1259.
2127C
Trip Shopping · Tutorial
Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
AIRntn's solution

1260.
2126E
G-C-D, Unlucky! · Tutorial
Quality: 17,018 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AIRntn's solution

1261.
2123E
MEX Count · Tutorial

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
AIRntn's solution

1262.
2111D
Creating a Schedule · Tutorial
Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
AIRntn's solution

1263.
2114E
Kirei Attacks the Estate · Tutorial
Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AIRntn's solution

1264.
2114D
Come a Little Closer · Tutorial
Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
AIRntn's solution

1265.
2110C
Racing · Tutorial
Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AIRntn's solution

1266.
1370C
Number Game · Tutorial
Quality: 27,142 global accepts · Rating: 1400 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
AIRntn's solution

1267.
2104D
Array and GCD · Tutorial
Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
AIRntn's solution

1268.
2097A
Sports Betting · Tutorial
Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
AIRntn's solution

1269.
2098B
Sasha and the Apartment Purchase · Tutorial
Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
AIRntn's solution

1270.
2093D
Skibidi Table · Tutorial
Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
AIRntn's solution

1271.
2084C
You Soared Afar With Grace · Tutorial
Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

AlRntn's solution

1272.
2074D
Counting Points · Tutorial
Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
AlRntn's solution

1273.
1887A1
Dances (Easy version) · Tutorial
Rating: 1400 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

1274.
1883G1
Dances (Easy version) · Tutorial
Quality: 19,552 global accepts · Rating: 1400 · first AC: 2024-10-06 · last AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
AlRntn's solution

1275.
2066A
Object Identification · Tutorial
Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
AlRntn's solution

1276.
2055C
The Trail · Tutorial
Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
AlRntn's solution

1277.
414B
Mashmokh and ACM · Tutorial
Quality: 29,182 global accepts · Rating: 1400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
AlRntn's solution

1278.
1714E
Add Modulo 10 · Tutorial
Quality: 23,527 global accepts · Rating: 1400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1279.
1324D
Pair of Topics · Tutorial
Quality: 34,090 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
AlRntn's solution

1280.
2045C
Saraga · Tutorial
Quality: 7,217 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
AlRntn's solution

1281.
2034C
Trapped in the Witch's Labyrinth · Tutorial
Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

AIRntn's solution

1282.
2038A
Bonus Project · Tutorial
Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AIRntn's solution

1283.
2038C
DIY · Tutorial
Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings
AIRntn's solution

1284.
2038L
Bridge Renovation · Tutorial
Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers
AIRntn's solution

1285.
2028B
Alice's Adventures in Permuting · Tutorial
Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
AIRntn's solution

1286.
2032C
Trinity · Tutorial
Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
AIRntn's solution

1287.
2035C
Alya and Permutation · Tutorial
Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
AIRntn's solution

1288.
2033C
Sakurako's Field Trip · Tutorial
Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
AIRntn's solution

1289.
2033E
Sakurako, Kosuke, and the Permutation · Tutorial
Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
AIRntn's solution

1290.
1425F
Flamingoes of Mystery · Tutorial
Quality: 7,171 global accepts · Rating: 1400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive
AIRntn's solution

1291.
1909C
Heavy Intervals · Tutorial
Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

AlRntn's solution

1292.
1904C
Array Game · Tutorial
Quality: 23,546 global accepts · Rating: 1400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
AlRntn's solution

1293.
1967A
Permutation Counting · Tutorial
Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
AlRntn's solution

1294.
1609C
Complex Market Analysis · Tutorial
Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
AlRntn's solution

1295.
1740C
Bricks and Bags · Tutorial
Quality: 12,335 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
AlRntn's solution

1296.
1697C
awoo's Favorite Problem · Tutorial
Quality: 15,800 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
AlRntn's solution

1297.
1628A
Meximum Array · Tutorial
Quality: 16,984 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
AlRntn's solution

1298.
1972D1
Reverse Card (Easy Version) · Tutorial
Rating: 1400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1299.
1691C
Sum of Substrings · Tutorial
Quality: 17,221 global accepts · Rating: 1400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
AlRntn's solution

1300.
1748B
Diverse Substrings · Tutorial
Quality: 16,780 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
AlRntn's solution

1301.
198B
Jumping on Walls · Tutorial

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
AlRntn's solution

1302.
1895C
Torn Lucky Ticket · Tutorial
Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
AlRntn's solution

1303.
1927E
Klever Permutation · Tutorial
Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers
AlRntn's solution

1304.
1749C
Number Game · Tutorial
Quality: 15,732 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
AlRntn's solution

1305.
1805C
Place for a Selfie · Tutorial
Quality: 14,178 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
AlRntn's solution

1306.
1692G
2^Sort · Tutorial
Quality: 26,408 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
AlRntn's solution

1307.
1918C
XOR-distance · Tutorial
Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math
AlRntn's solution

1308.
1644C
Increase Subarray Sums · Tutorial
Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

1309.
981C
Useful Decomposition · Tutorial
Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
AlRntn's solution

1310.
1772D
Absolute Sorting · Tutorial
Quality: 18,508 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

1311.
1773E
Easy Assembly · Tutorial

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AIRntn's solution

1312.
1606C
Banknotes · Tutorial
Quality: 15,210 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
AIRntn's solution

1313.
975C
Valhalla Siege · Tutorial
Quality: 11,052 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search
AIRntn's solution

1314.
1875C
Jellyfish and Green Apple · Tutorial
Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
AIRntn's solution

1315.
699C
Vacations · Tutorial
Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
AIRntn's solution

1316.
1893A
Anonymous Informant · Tutorial
Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
AIRntn's solution

1317.
1824A
LuoTianyi and the Show · Tutorial
Quality: 12,524 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AIRntn's solution

1318.
1840D
Wooden Toy Festival · Tutorial
Quality: 16,308 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AIRntn's solution

1319.
1833D
Flipper · Tutorial
Quality: 15,083 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
AIRntn's solution

1320.
1733D1
Zero-One (Easy Version) · Tutorial
Quality: 15,031 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

1321.
1719C
Fighting Tournament · Tutorial
Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
AIRntn's solution

1322.
1701C
Schedule Management · Tutorial
Quality: 23,842 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
AlRntn's solution

1323.
1721C
Min-Max Array Transformation · Tutorial
Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
AlRntn's solution

1324.
2020C
Bitwise Balancing · Tutorial
Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
AlRntn's solution

1325.
1705C
Mark and His Unfinished Essay · Tutorial
Quality: 14,581 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
AlRntn's solution

1326.
505B
Mr. Kitayuta's Colorful Graph · Tutorial
Quality: 14,981 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
AlRntn's solution

1327.
1679C
Rooks Defenders · Tutorial
Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
AlRntn's solution

1328.
1866B
Battling with Numbers · Tutorial
Quality: 9,180 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

1329.
1907D
Jumping Through Segments · Tutorial
Quality: 23,571 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
AlRntn's solution

1330.
1425A
Arena of Greed · Tutorial
Quality: 7,216 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
AlRntn's solution

1331.
1624D
Palindromes Coloring · Tutorial
Quality: 19,080 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
AlRntn's solution

1332.
888C
K-Dominant Character · Tutorial

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
AlRntn's solution

1333.
1764C
Doremy's City Construction · Tutorial
Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
AlRntn's solution

1334.
1929C
Sasha and the Casino · Tutorial
Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
AlRntn's solution

1335.
1931E
Anna and the Valentine's Day Gift · Tutorial
Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
AlRntn's solution

1336.
1932D
Card Game · Tutorial
Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

1337.
1951C
Ticket Hoarding · Tutorial
Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
AlRntn's solution

1338.
1955D
Inaccurate Subsequence Search · Tutorial
Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
AlRntn's solution

1339.
1762C
Binary Strings are Fun · Tutorial
Quality: 10,165 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1340.
698A
Vacations · Tutorial
Quality: 37,947 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1341.
1195C
Basketball Exercise · Tutorial
Quality: 34,840 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1342.
1771B
Hossam and Friends · Tutorial
Quality: 21,332 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
AlRntn's solution

1343.
1914E2
Game with Marbles (Hard Version) · Tutorial
Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
AlRntn's solution

1344.
1914E1
Game with Marbles (Easy Version) · Tutorial
Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
AlRntn's solution

1345.
1863D
Two-Colored Dominoes · Tutorial
Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1346.
1245C
Constanze's Machine · Tutorial
Quality: 19,874 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1347.
802J1
Send the Fool Further! (easy) · Tutorial
Quality: 6,534 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

1348.
1790E
Vlad and a Pair of Numbers · Tutorial
Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

1349.
1837D
Bracket Coloring · Tutorial
Quality: 21,970 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1350.
1759D
Make It Round · Tutorial
Quality: 20,267 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
AlRntn's solution

1351.
1758C
Almost All Multiples · Tutorial
Quality: 15,260 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
AlRntn's solution

1352.
1847C
Vampiric Powers, anyone? · Tutorial
Quality: 14,761 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
AlRntn's solution

1353.
2014D
Robert Hood and Mrs Hood · Tutorial
Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
AlRntn's solution

1354.
1845C
Strong Password · Tutorial
Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
AlRntn's solution

1355.
1932C
LR-remainders · Tutorial
Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
AlRntn's solution

1356.
1735C
Phase Shift · Tutorial
Quality: 10,933 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
AlRntn's solution

1357.
2013C
Password Cracking · Tutorial
Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
AlRntn's solution

1358.
1903C
Theofanis' Nightmare · Tutorial
Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1359.
1923C
Find B · Tutorial
Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1360.
1682C
LIS or Reverse LIS? · Tutorial
Quality: 16,471 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

1361.
1706C
Qpwoeirut And The City · Tutorial
Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
AlRntn's solution

1362.
1883F
You Are So Beautiful · Tutorial
Quality: 11,864 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
AlRntn's solution

1363.
1901C
Add, Divide and Floor · Tutorial
Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1364.
797B
Odd sum · Tutorial
Quality: 11,517 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

1365.
1919C
Grouping Increases · Tutorial
Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

1366.
1634B
Fortune Telling · Tutorial
Quality: 22,301 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
AlRntn's solution

1367.
1676H1
Maximum Crossings (Easy Version) · Tutorial
Quality: 16,326 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
AlRntn's solution

1368.
1965A
Everything Nim · Tutorial
Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
AlRntn's solution

1369.
1627C
Not Assigning · Tutorial
Quality: 16,241 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
AlRntn's solution

1370.
1600J
Robot Factory · Tutorial
Quality: 4,417 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
AlRntn's solution

1371.
1878E
Iva & Pav · Tutorial
Quality: 20,965 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
AlRntn's solution

1372.
1967B1
Reverse Card (Easy Version) · Tutorial
Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1373.
1830A
Copil Copac Draws Trees · Tutorial
Quality: 20,320 global accepts · Rating: 1400 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

1374.
1974C
Beautiful Triple Pairs · Tutorial

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
AlRntn's solution

1375.
1974D
Ingenuity-2 · Tutorial
Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
AlRntn's solution

1376.
1980D
GCD-sequence · Tutorial
Quality: 17,379 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
AlRntn's solution

1377.
1983C
Have Your Cake and Eat It Too · Tutorial
Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
AlRntn's solution

1378.
2010C1
Message Transmission Error (easy version) · Tutorial
Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
AlRntn's solution

1379.
1354C1
Simple Polygon Embedding · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
AlRntn's solution

1380.
277A
Learning Languages · Tutorial
Quality: 21,579 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
AlRntn's solution

1381.
1986D
Mathematical Problem · Tutorial
Quality: 17,963 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
AlRntn's solution

1382.
2009E
Klee's SUPER DUPER LARGE Array!!! · Tutorial
Quality: 17,667 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
AlRntn's solution

1383.
2009D
Satyam and Counting · Tutorial
Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
AlRntn's solution

1384.
2008F
Sakurako's Box · Tutorial
Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

AlRntn's solution

1385.
1167C
News Distribution · Tutorial
Quality: 26,005 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1386.
2000E
Photoshoot for Gorillas · Tutorial
Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
AlRntn's solution

1387.
1993C
Light Switches · Tutorial
Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

1388.
445B
DZY Loves Chemistry · Tutorial
Quality: 14,762 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy
AlRntn's solution

1389.
1517C
Fillomino 2 · Tutorial
Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
AlRntn's solution

1390.
507B
Amr and Pins · Tutorial
Quality: 26,685 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
AlRntn's solution

1391.
489C
Given Length and Sum of Digits... · Tutorial
Quality: 51,680 global accepts · Rating: 1400 · first AC: 2024-07-01 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

1392.
279B
Books · Tutorial
Quality: 72,432 global accepts · Rating: 1400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
AlRntn's solution

1393.
1989C
Two Movies · Tutorial
Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

1394.
520B
Two Buttons · Tutorial
Quality: 62,183 global accepts · Rating: 1400 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
AlRntn's solution

1395.
1970C1
Game on Tree (Easy) · Tutorial
Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games
AlRntn's solution

1396.
1143C
Queen · Tutorial
Quality: 17,647 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
AlRntn's solution

1397.
2218F
The 67th Tree Problem · Tutorial
Quality: 7,268 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees
AlRntn's solution

1398.
2A
Winner · Tutorial
Quality: 31,229 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation
AlRntn's solution

1399.
2200E
Divisive Battle · Tutorial
Quality: 8,067 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory
AlRntn's solution

1400.
2205C
Simons and Posting Blogs · Tutorial
Quality: 7,733 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AlRntn's solution

1401.
2203C
Test Generator · Tutorial
Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math
AlRntn's solution

1402.
2195E
Idiot First Search · Tutorial
Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

1403.
2185E
The Robotic Rush · Tutorial
Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
AlRntn's solution

1404.
2183D1
Tree Coloring (Easy Version) · Tutorial
Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

1405.
2183C
War Strategy · Tutorial

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
AIRntn's solution

1406.
2169D1
Removal of a Sequence (Easy Version) · Tutorial
Quality: 8,547 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
AIRntn's solution

1407.
2163C
Monopati · Tutorial
Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
AIRntn's solution

1408.
2153C
Symmetrical Polygons · Tutorial
Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
AIRntn's solution

1409.
2155C
The Ancient Wizards' Capes · Tutorial
Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
AIRntn's solution

1410.
1203E
Boxers · Tutorial
Quality: 14,959 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
AIRntn's solution

1411.
2149E
Hidden Knowledge of the Ancients · Tutorial
Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
AIRntn's solution

1412.
2146D1
Max Sum OR (Easy Version) · Tutorial
Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
AIRntn's solution

1413.
2147C
Rabbits · Tutorial
Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
AIRntn's solution

1414.
17B
Hierarchy · Tutorial
Quality: 6,118 global accepts · Rating: 1500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
AIRntn's solution

1415.
300B
Coach · Tutorial

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
AlRntn's solution

1416.
2140C
Ultimate Value · Tutorial
Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
AlRntn's solution

1417.
2137E
Mexification · Tutorial
Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

1418.
1283C
Friends and Gifts · Tutorial
Quality: 14,155 global accepts · Rating: 1500 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
AlRntn's solution

1419.
2121E
Sponsor of Your Problems · Tutorial
Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
AlRntn's solution

1420.
2115A
Gellyfish and Flaming Peony · Tutorial
Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
AlRntn's solution

1421.
2109C1
Hacking Numbers (Easy Version) · Tutorial
Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
AlRntn's solution

1422.
2107C
Maximum Subarray Sum · Tutorial
Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
AlRntn's solution

1423.
2108C
Neo's Escape · Tutorial
Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
AlRntn's solution

1424.
1646C
Factorials and Powers of Two · Tutorial
Quality: 19,517 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
AlRntn's solution

1425.
2106D
Flower Boy · Tutorial

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
AlRntn's solution

1426.
2093E
Min Max MEX · Tutorial
Quality: 13,443 global accepts · Rating: 1500 · first AC: 2025-04-08 · last AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
AlRntn's solution

1427.
2075C
Two Colors · Tutorial
Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
AlRntn's solution

1428.
2077A
Breach of Faith · Tutorial
Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

1429.
2070C
Limited Repainting · Tutorial
Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
AlRntn's solution

1430.
2072E
Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial
Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
AlRntn's solution

1431.
2067C
Devyatkino · Tutorial
Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math
AlRntn's solution

1432.
2069C
Beautiful Sequence · Tutorial
Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
AlRntn's solution

1433.
341B
Bubble Sort Graph · Tutorial
Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
AlRntn's solution

1434.
340D
Bubble Sort Graph · Tutorial
Quality: 7,904 global accepts · Rating: 1500 · first AC: 2024-10-12 · last AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
AlRntn's solution

1435.
1742F
Smaller · Tutorial

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
AlRntn's solution

1436.
2060E
Graph Composition · Tutorial
Quality: 12,253 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
AlRntn's solution

1437.
1352E
Special Elements · Tutorial
Quality: 24,016 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
AlRntn's solution

1438.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,401 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
AlRntn's solution

1439.
1850G
The Morning Star · Tutorial
Quality: 15,474 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
AlRntn's solution

1440.
2057C
Trip to the Olympiad · Tutorial
Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
AlRntn's solution

1441.
2053C
Bewitching Stargazer · Tutorial
Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
AlRntn's solution

1442.
332B
Maximum Absurdity · Tutorial
Quality: 8,711 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
AlRntn's solution

1443.
2049C
MEX Cycle · Tutorial
Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
AlRntn's solution

1444.
554C
Kyoya and Colored Balls · Tutorial
Rating: 1500 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1445.
553A
Kyoya and Colored Balls · Tutorial

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1446.
455A
Boredom · Tutorial
Quality: 71,976 global accepts · Rating: 1500 · first AC: 2024-08-13 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

1447.
2050E
Three Strings · Tutorial
Quality: 14,502 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
AlRntn's solution

1448.
1690E
Price Maximization · Tutorial
Quality: 16,988 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
AlRntn's solution

1449.
1552B
Running for Gold · Tutorial
Quality: 16,931 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
AlRntn's solution

1450.
1536C
Diluc and Kaeya · Tutorial
Quality: 16,120 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
AlRntn's solution

1451.
1611D
Weights Assignment For Tree Edges · Tutorial
Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
AlRntn's solution

1452.
1926E
Vlad and an Odd Ordering · Tutorial
Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
AlRntn's solution

1453.
1499C
Minimum Grid Path · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
AlRntn's solution

1454.
276C
Little Girl and Maximum Sum · Tutorial
Quality: 39,552 global accepts · Rating: 1500 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
AlRntn's solution

1455.
1547E
Air Conditioners · Tutorial

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
AlRntn's solution

1456.
1742G
Orray · Tutorial
Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
AlRntn's solution

1457.
1551C
Interesting Story · Tutorial
Quality: 14,542 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
AlRntn's solution

1458.
1492C
Maximum width · Tutorial
Quality: 17,495 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
AlRntn's solution

1459.
1616C
Representative Edges · Tutorial
Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
AlRntn's solution

1460.
1814C
Search in Parallel · Tutorial
Quality: 12,470 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
AlRntn's solution

1461.
1490F
Equalize the Array · Tutorial
Quality: 18,382 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
AlRntn's solution

1462.
1614C
Divan and bitwise operations · Tutorial
Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
AlRntn's solution

1463.
1765N
Number Reduction · Tutorial
Quality: 5,980 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

1464.
1562C
Rings · Tutorial
Quality: 14,310 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

1465.
1659C
Line Empire · Tutorial

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
AlRntn's solution

1466.
1436C
Binary Search · Tutorial
Quality: 11,669 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
AlRntn's solution

1467.
1462E1
Close Tuples (easy version) · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
AlRntn's solution

1468.
1461C
Random Events · Tutorial
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
AlRntn's solution

1469.
1722G
Even-Odd XOR · Tutorial
Quality: 14,180 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

1470.
1542B
Plus and Multiply · Tutorial
Quality: 26,537 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

1471.
1545A
AquaMoon and Strange Sort · Tutorial
Quality: 14,882 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings
AlRntn's solution

1472.
1737C
Ela and Crickets · Tutorial
Quality: 6,414 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
AlRntn's solution

1473.
1760F
Quests · Tutorial
Quality: 14,790 global accepts · Rating: 1500 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

1474.
1506E
Restoring the Permutation · Tutorial
Quality: 14,195 global accepts · Rating: 1500 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

1475.
1444A
Division · Tutorial

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1476.
580B
Kefa and Company · Tutorial
Quality: 31,925 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
AlRntn's solution

1477.
1630A
And Matching · Tutorial
Quality: 16,152 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

1478.
1487D
Pythagorean Triples · Tutorial
Quality: 20,590 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
AlRntn's solution

1479.
1538F
Interesting Function · Tutorial
Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
AlRntn's solution

1480.
1569C
Jury Meeting · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1481.
2026C
Action Figures · Tutorial
Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
AlRntn's solution

1482.
1482B
Restore Modulo · Tutorial
Quality: 9,592 global accepts · Rating: 1500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
AlRntn's solution

1483.
2027C
Add Zeros · Tutorial
Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
AlRntn's solution

1484.
752B
Santa Claus and Keyboard Check · Tutorial
Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
AlRntn's solution

1485.
1673C
Palindrome Basis · Tutorial
Quality: 18,010 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
AlRntn's solution

1486.
1858B
The Walkway · Tutorial
Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
AlRntn's solution

1487.
320B
Ping-Pong (Easy Version) · Tutorial
Quality: 7,783 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

1488.
1795C
Tea Tasting · Tutorial
Quality: 18,015 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
AlRntn's solution

1489.
1738C
Even Number Addicts · Tutorial
Quality: 12,775 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
AlRntn's solution

1490.
1676H2
Maximum Crossings (Hard Version) · Tutorial
Quality: 13,263 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
AlRntn's solution

1491.
1767D
Playoff · Tutorial
Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
AlRntn's solution

1492.
1759E
The Humanoid · Tutorial
Quality: 12,519 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings
AlRntn's solution

1493.
441C
Valera and Tubes · Tutorial
Quality: 11,922 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
AlRntn's solution

1494.
1744E1
Divisible Numbers (easy version) · Tutorial
Quality: 12,651 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1495.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
AlRntn's solution

1496.
1579C
Ticks · Tutorial
Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

1497.
1792C
Min Max Sort · Tutorial
Quality: 16,758 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
AlRntn's solution

1498.
1804C
Pull Your Luck · Tutorial
Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

1499.
1811E
Living Sequence · Tutorial
Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
AlRntn's solution

1500.
1817A
Almost Increasing Subsequence · Tutorial
Quality: 12,756 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
AlRntn's solution

1501.
1857E
Power of Points · Tutorial
Quality: 14,842 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
AlRntn's solution

1502.
1933E
Turtle vs. Rabbit Race: Optimal Trainings · Tutorial
Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search
AlRntn's solution

1503.
1873G
ABBC or BACB · Tutorial
Quality: 16,842 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1504.
1876B
Effects of Anti Pimples · Tutorial
Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
AlRntn's solution

1505.
1891C
Smilo and Monsters · Tutorial
Quality: 20,354 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
AlRntn's solution

1506.
1949B
Charming Meals · Tutorial
Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
AlRntn's solution

1507.
1872E
Data Structures Fan · Tutorial
Quality: 21,378 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
AlRntn's solution

1508.
1898B
Milena and Admirer · Tutorial
Quality: 14,612 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

1509.
1725G
Garage · Tutorial
Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
AlRntn's solution

1510.
1791F
Range Update Point Query · Tutorial
Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
AlRntn's solution

1511.
991D
Bishwock · Tutorial
Quality: 7,736 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1512.
1516B
AGAGA XOOORRR · Tutorial
Quality: 25,535 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
AlRntn's solution

1513.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,189 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
AlRntn's solution

1514.
1765K
Torus Path · Tutorial
Quality: 6,760 global accepts · Rating: 1500 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

1515.
1487C
Minimum Ties · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
AlRntn's solution

1516.
690C2
Brain Network (medium) · Tutorial
Quality: 5,010 global accepts · Rating: 1500 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

1517.
1915F
Greetings · Tutorial
Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
AlRntn's solution

1518.
1776L
Controllers · Tutorial
Quality: 11,554 global accepts · Rating: 1500 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1519.
1842C
Tenzing and Balls · Tutorial
Quality: 16,494 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1520.
212E
IT Restaurants · Tutorial
Quality: 2,196 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

1521.
1881E
Block Sequence · Tutorial
Quality: 23,690 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1522.
1883D
In Love · Tutorial
Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
AlRntn's solution

1523.
1999F
Expected Median · Tutorial
Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1524.
1950E
Nearly Shortest Repeating Substring · Tutorial
Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
AlRntn's solution

1525.
930A
Peculiar apple-tree · Tutorial
Quality: 8,387 global accepts · Rating: 1500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

1526.
982C
Cut 'em all! · Tutorial
Quality: 15,857 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

trees
AlRntn's solution

1527.
1325C
Ehab and Path-etic MEXs · Tutorial
Quality: 17,157 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

1528.
839C
Journey · Tutorial
Quality: 20,096 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
AlRntn's solution

1529.
510B
Fox And Two Dots · Tutorial
Quality: 16,207 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
AlRntn's solution

1530.
1105C
Ayoub and Lost Array · Tutorial
Quality: 11,366 global accepts · Rating: 1500 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1531.
2008E
Alternating String · Tutorial
Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
AlRntn's solution

1532.
2007C
Dora and C++ · Tutorial
Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
AlRntn's solution

1533.
103B
Cthulhu · Tutorial
Quality: 10,654 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1534.
771A
Bear and Friendship Condition · Tutorial
Quality: 17,732 global accepts · Rating: 1500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1535.
2003D1
Turtle and a MEX Problem (Easy Version) · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
AlRntn's solution

1536.
1207C
Gas Pipeline · Tutorial
Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

1537.
2001C
Guess The Tree · Tutorial
Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
AlRntn's solution

1538.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
AlRntn's solution

1539.
1985F
Final Boss · Tutorial
Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
AlRntn's solution

1540.
1971E
Find the Car · Tutorial
Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
AlRntn's solution

1541.
1990C
Mad MAD Sum · Tutorial
Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

1542.
1999G1
Ruler (easy version) · Tutorial
Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
AlRntn's solution

1543.
1809C
Sum on Subarrays · Tutorial
Quality: 15,174 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1544.
687A
NP-Hard Problem · Tutorial
Quality: 16,483 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

1545.
1997D
Maximize the Root · Tutorial
Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
AlRntn's solution

1546.
1996D
Fun · Tutorial
Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
AlRntn's solution

1547.
1263D
Secret Passwords · Tutorial
Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1548.
550A
Two Substrings · Tutorial
Quality: 43,642 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings
AlRntn's solution

1549.
977E
Cyclic Components · Tutorial
Quality: 25,618 global accepts · Rating: 1500 · first AC: 2024-06-19 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1550.
580C
Kefa and Park · Tutorial
Quality: 55,463 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

1551.
1003D
Coins and Queries · Tutorial
Quality: 8,560 global accepts · Rating: 1600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

1552.
2184D
Unfair Game · Tutorial
Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1553.
1722E
Counting Rectangles · Tutorial
Quality: 13,368 global accepts · Rating: 1600 · first AC: 2024-12-18 · last AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
AlRntn's solution

1554.
2196B
Another Problem about Beautiful Pairs · Tutorial
Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
AlRntn's solution

1555.
2193F
Pizza Delivery · Tutorial
Quality: 8,462 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AlRntn's solution

1556.
2171F
Rae Taylor and Trees (hard version) · Tutorial
Quality: 7,128 global accepts · Rating: 1600 · first AC: 2025-11-20 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
AlRntn's solution

1557.
2182D
Christmas Tree Decoration · Tutorial
Quality: 8,949 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
AlRntn's solution

1558.
1766D
Lucky Chains · Tutorial
Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-11-26 · last AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1559.
2157D
Billion Players Game · Tutorial
Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
AlRntn's solution

1560.
2172F
Cluster Computing System · Tutorial
Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
AlRntn's solution

1561.
2167G
Mukhammadali and the Smooth Array · Tutorial
Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
AlRntn's solution

1562.
2167F
Tree, TREE!!! · Tutorial
Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
AlRntn's solution

1563.
2167E
khba Loves to Sleep! · Tutorial
Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
AlRntn's solution

1564.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
AlRntn's solution

1565.
500B
New Year Permutation · Tutorial
Quality: 9,601 global accepts · Rating: 1600 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
AlRntn's solution

1566.
2132D
From 1 to Infinity · Tutorial
Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
AlRntn's solution

1567.
2129B
Stay or Mirror · Tutorial
Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
AlRntn's solution

1568.
2128D
Sum of LDS · Tutorial
Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
AlRntn's solution

1569.
2125D
Segments Covering · Tutorial
Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
AlRntn's solution

1570.
2117E
Lost Soul · Tutorial
Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

1571.
2082B
Floor or Ceil · Tutorial
Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

1572.
2103C
Median Splits · Tutorial
Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
AlRntn's solution

1573.
2094F
Trulimero Trulicina · Tutorial
Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1574.
1702E
Split Into Two Sets · Tutorial
Quality: 17,845 global accepts · Rating: 1600 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1575.
2084D
Arcology On Permafrost · Tutorial
Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
AlRntn's solution

1576.
2085C
Serval and The Formula · Tutorial
Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
AlRntn's solution

1577.
2074E
Empty Triangle · Tutorial
Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities
AlRntn's solution

1578.
2070D
Tree Jumps · Tutorial
Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

1579.
2065E
Skibidus and Rizz · Tutorial
Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
AlRntn's solution

1580.
1703G
Good Key, Bad Key · Tutorial
Quality: 12,746 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
AlRntn's solution

1581.
2059C
Customer Service · Tutorial
Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
AlRntn's solution

1582.
416C
Booking System · Tutorial
Quality: 8,705 global accepts · Rating: 1600 · first AC: 2025-02-01 · last AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation
AlRntn's solution

1583.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,355 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
AlRntn's solution

1584.
2063C
Remove Exactly Two · Tutorial
Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
AlRntn's solution

1585.
2061D
Kevin and Numbers · Tutorial
Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
AlRntn's solution

1586.
2061C
Kevin and Puzzle · Tutorial
Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
AlRntn's solution

1587.
1714D
Color with Occurrences · Tutorial
Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
AlRntn's solution

1588.
2043C
Sums on Segments · Tutorial
Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
AlRntn's solution

1589.
429B
Working out · Tutorial
Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1590.
1615C
Menorah · Tutorial
Quality: 9,195 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
AlRntn's solution

1591.
1234D
Distinct Characters Queries · Tutorial
Quality: 18,588 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
AlRntn's solution

1592.
348A
Mafia · Tutorial
Quality: 14,683 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
AlRntn's solution

1593.
2051E
Best Price · Tutorial
Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
AlRntn's solution

1594.
1165D
Almost All Divisors · Tutorial
Quality: 19,719 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1595.
1334C
Circle of Monsters · Tutorial
Quality: 17,924 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AlRntn's solution

1596.
1349A
Orac and LCM · Tutorial
Quality: 21,635 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
AlRntn's solution

1597.
1358C
Celex Update · Tutorial
Quality: 18,345 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

1598.
1458A
Row GCD · Tutorial
Quality: 25,295 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1599.
1781C
Equal Frequencies · Tutorial
Quality: 10,460 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
AlRntn's solution

1600.
1787C
Remove the Bracket · Tutorial
Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
AlRntn's solution

1601.
1801A
The Very Beautiful Blanket · Tutorial
Quality: 9,748 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

1602.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
AlRntn's solution

1603.
1798D
Shocking Arrangement · Tutorial
Quality: 14,078 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1604.
1806C
Sequence Master · Tutorial
Quality: 8,651 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
AlRntn's solution

1605.
615B
Longtail Hedgehog · Tutorial
Quality: 5,740 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
AlRntn's solution

1606.
1822E
Making Anti-Palindromes · Tutorial
Quality: 12,357 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
AlRntn's solution

1607.
1730B
Meeting on the Line · Tutorial

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
AlRntn's solution

1608.
1840E
Character Blocking · Tutorial
Quality: 9,308 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
AlRntn's solution

1609.
1849C
Binary String Copying · Tutorial
Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
AlRntn's solution

1610.
1878D
Reverse Madness · Tutorial
Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
AlRntn's solution

1611.
2052A
Adrenaline Rush · Tutorial
Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1612.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
AlRntn's solution

1613.
1904D1
Set To Max (Easy Version) · Tutorial
Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
AlRntn's solution

1614.
1921E
Eat the Chip · Tutorial
Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
AlRntn's solution

1615.
1956C
Nene's Magical Matrix · Tutorial
Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

1616.
1932E
Final Countdown · Tutorial
Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
AlRntn's solution

1617.
1795D
Triangle Coloring · Tutorial
Quality: 13,070 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1618.
1957C
How Does the Rook Move? · Tutorial
Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1619.
1513C
Add One · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
AlRntn's solution

1620.
574D
Bear and Blocks · Tutorial
Rating: 1600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, shortest paths
AlRntn's solution

1621.
573B
Bear and Blocks · Tutorial
Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math
AlRntn's solution

1622.
1353D
Constructing the Array · Tutorial
Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
AlRntn's solution

1623.
1811D
Umka and a Long Flight · Tutorial
Quality: 8,639 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

1624.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
AlRntn's solution

1625.
431C
k-Tree · Tutorial
Quality: 29,777 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
AlRntn's solution

1626.
1337C
Linova and Kingdom · Tutorial
Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
AlRntn's solution

1627.
1862E
Kolya and Movie Theatre · Tutorial
Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
AlRntn's solution

1628.
1917C
Watering an Array · Tutorial
Quality: 12,387 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
AlRntn's solution

1629.
2040C
Ordered Permutations · Tutorial
Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
AlRntn's solution

1630.
1603B
Moderate Modular Mode · Tutorial
Quality: 15,076 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

1631.
235A
LCM Challenge · Tutorial
Quality: 20,983 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory
AlRntn's solution

1632.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,290 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
AlRntn's solution

1633.
1612D
X-Magic Pair · Tutorial
Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1634.
1497C2
k-LCM (hard version) · Tutorial
Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

1635.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,736 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
AlRntn's solution

1636.
1407C
Chocolate Bunny · Tutorial
Quality: 14,802 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
AlRntn's solution

1637.
1771C
Hossam and Trainees · Tutorial
Quality: 11,597 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

1638.
2047D
Move Back at a Cost · Tutorial
Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
AlRntn's solution

1639.
2046B
Move Back at a Cost · Tutorial
Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
AlRntn's solution

1640.
75C
Modified GCD · Tutorial
Quality: 15,649 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
AlRntn's solution

1641.
1622C
Set or Decrease · Tutorial
Quality: 15,541 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
AlRntn's solution

1642.
1542C
Strange Function · Tutorial
Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1643.
2034D
Darius' Wisdom · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
AlRntn's solution

1644.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,313 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
AlRntn's solution

1645.
1968E
Cells Arrangement · Tutorial
Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1646.
879C
Short Program · Tutorial
Rating: 1600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings
AlRntn's solution

1647.
1680C
Binary String · Tutorial
Quality: 11,129 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
AlRntn's solution

1648.
1976C
Job Interview · Tutorial
Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
AlRntn's solution

1649.
1907E
Good Triples · Tutorial
Quality: 15,796 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory
AlRntn's solution

1650.
1753B
Factorial Divisibility · Tutorial
Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1651.
371C
Hamburgers · Tutorial
Quality: 34,502 global accepts · Rating: 1600 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
AlRntn's solution

1652.
1843E
Tracking Segments · Tutorial
Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
AlRntn's solution

1653.
1833E
Round Dance · Tutorial
Quality: 18,410 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
AlRntn's solution

1654.
1886C
Decreasing String · Tutorial
Quality: 16,605 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
AlRntn's solution

1655.
1978D
Elections · Tutorial
Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
AlRntn's solution

1656.
1941E
Rudolf and k Bridges · Tutorial
Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
AlRntn's solution

1657.
1928C
Physical Education Lesson · Tutorial
Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1658.
1920C
Partitioning the Array · Tutorial
Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1659.
1519D
Maximum Sum of Products · Tutorial
Quality: 17,631 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
AlRntn's solution

1660.
1633D
Make Them Equal · Tutorial
Quality: 18,698 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1661.
1829G
Hits Different · Tutorial
Quality: 15,128 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
AlRntn's solution

1662.
1741E
Sending a Sequence Over the Network · Tutorial
Quality: 17,796 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1663.
1775C
Interesting Sequence · Tutorial
Quality: 14,209 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
AlRntn's solution

1664.
1856C
To Become Max · Tutorial
Quality: 18,330 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
AlRntn's solution

1665.
1875D
Jellyfish and Mex · Tutorial
Quality: 11,405 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1666.
1796C
Maximum Set · Tutorial
Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1667.
1609D
Social Network · Tutorial
Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
AlRntn's solution

1668.
1665C
Tree Infection · Tutorial
Quality: 9,862 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
AlRntn's solution

1669.
1861C
Queries for the Array · Tutorial
Quality: 12,315 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
AlRntn's solution

1670.
1899F
Alex's whims · Tutorial
Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
AlRntn's solution

1671.
1946C
Tree Cutting · Tutorial
Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
AlRntn's solution

1672.
1980E
Permutation of Rows and Columns · Tutorial
Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
AlRntn's solution

1673.
1857F
Sum and Product · Tutorial
Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
AlRntn's solution

1674.
1985G
D-Function · Tutorial
Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

1675.
1398C
Good Subarrays · Tutorial
Quality: 36,608 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
AlRntn's solution

1676.
1593E
Gardener and Tree · Tutorial
Quality: 14,728 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
AlRntn's solution

1677.
780C
Andryusha and Colored Balloons · Tutorial
Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
AlRntn's solution

1678.
1006E
Military Problem · Tutorial
Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

1679.
2037E
Kachina's Favorite Binary String · Tutorial
Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers
AlRntn's solution

1680.
2019C
Cards Partition · Tutorial
Rating: 1600 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

1681.
2018A
Cards Partition · Tutorial
Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
AlRntn's solution

1682.
1971F
Circle Perimeter · Tutorial
Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
AlRntn's solution

1683.
1797C
Li Hua and Chess · Tutorial
Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
AlRntn's solution

1684.
1996E
Decode · Tutorial
Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
AlRntn's solution

1685.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,393 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
AlRntn's solution

1686.
1994C
Hungry Games · Tutorial
Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
AlRntn's solution

1687.
2028C
Alice's Adventures in Cutting Cake · Tutorial
Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
AlRntn's solution

1688.
979C
Kuro and Walking Route · Tutorial
Quality: 7,334 global accepts · Rating: 1600 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
AlRntn's solution

1689.
1698D
Fixed Point Guessing · Tutorial
Quality: 12,086 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlRntn's solution

1690.
2036E
Reverse the Rivers · Tutorial
Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · last AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
AlRntn's solution

1691.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
AlRntn's solution

1692.
446A
DZY Loves Sequences · Tutorial
Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
AlRntn's solution

1693.
1352G
Special Permutation · Tutorial
Quality: 24,800 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1694.
1689C
Infected Tree · Tutorial
Quality: 13,475 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

1695.
1098A
Sum in the tree · Tutorial
Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

1696.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,990 global accepts · Rating: 1600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
AlRntn's solution

1697.
1056D
Decorate Apple Tree · Tutorial
Quality: 6,722 global accepts · Rating: 1600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
AlRntn's solution

1698.
2004D
Colored Portals · Tutorial
Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
AlRntn's solution

1699.
597A
Divisibility · Tutorial
Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

1700.
1336A
Linova and Kingdom · Tutorial
Quality: 24,667 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
AlRntn's solution

1701.
1133F1
Spanning Tree with Maximum Degree · Tutorial
Quality: 8,778 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs
AlRntn's solution

1702.
1363C
Game On Leaves · Tutorial
Quality: 21,079 global accepts · Rating: 1600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: games, trees
AlRntn's solution

1703.
601A
The Two Routes · Tutorial
Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
AlRntn's solution

1704.
377A
Maze · Tutorial
Quality: 27,052 global accepts · Rating: 1600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
AlRntn's solution

1705.
2205D
Simons and Beating Peaks · Tutorial
Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
AlRntn's solution

1706.
2203D
Divisibility Game · Tutorial
Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory
AlRntn's solution

1707.
2201B
Recollect Numbers · Tutorial
Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

1708.
2201A2
Lost Civilization (Hard Version) · Tutorial
Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
AlRntn's solution

1709.
1706D1
Chopping Carrots (Easy Version) · Tutorial
Quality: 7,717 global accepts · Rating: 1700 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
AlRntn's solution

1710.
2185F
BattleCows · Tutorial
Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation
AlRntn's solution

1711.
2178D
Xmas or Hysteria · Tutorial
Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

1712.
1467B
Hills And Valleys · Tutorial
Quality: 11,543 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

1713.
2150B
Grid Counting · Tutorial
Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
AlRntn's solution

1714.
2163B
Siga ta Kymata · Tutorial
Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
AlRntn's solution

1715.
2161B
Make Connected · Tutorial
Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
AlRntn's solution

1716.
1562D1
Two Hundred Twenty One (easy version) · Tutorial
Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
AlRntn's solution

1717.
2159A
MAD Interactive Problem · Tutorial
Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
AlRntn's solution

1718.
2152D
Division Versus Addition · Tutorial
Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
AlRntn's solution

1719.
2147D
Game on Array · Tutorial
Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
AlRntn's solution

1720.
2135B
For the Champion · Tutorial
Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
AlRntn's solution

1721.
698B
Fix a Tree · Tutorial
Quality: 6,183 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
AlRntn's solution

1722.
2132E
Arithmetics Competition · Tutorial
Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
AlRntn's solution

1723.
2122C
Manhattan Pairs · Tutorial
Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
AlRntn's solution

1724.
2123F
Minimize Fixed Points · Tutorial
Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
AlRntn's solution

1725.
2118D1
Red Light, Green Light (Easy version) · Tutorial
Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
AlRntn's solution

1726.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

1727.
1822G1
Magic Triples (Easy Version) · Tutorial
Quality: 9,477 global accepts · Rating: 1700 · first AC: 2025-01-13 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
AlRntn's solution

1728.
2110D
Fewer Batteries · Tutorial
Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
AlRntn's solution

1729.
2109C2
Hacking Numbers (Medium Version) · Tutorial
Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
AlRntn's solution

1730.
2104E
Unpleasant Strings · Tutorial
Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
AlRntn's solution

1731.
2096C
Wonderful City · Tutorial
Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

1732.
2094G
Chimpanzini Bananini · Tutorial
Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
AlRntn's solution

1733.
1702F
Equate Multisets · Tutorial
Quality: 9,450 global accepts · Rating: 1700 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
AlRntn's solution

1734.
1931F
Chat Screenshots · Tutorial
Quality: 12,009 global accepts · Rating: 1700 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs
AlRntn's solution

1735.
2086D
Even String · Tutorial
Quality: 8,365 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
AlRntn's solution

1736.
2090D
Simple Permutation · Tutorial
Rating: 1700 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
AlRntn's solution

1737.
2090C
Dining Hall · Tutorial
Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
AlRntn's solution

1738.
1621C
Hidden Permutations · Tutorial
Quality: 7,508 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
AlRntn's solution

1739.
1330D
Dreamoon Likes Sequences · Tutorial
Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
AlRntn's solution

1740.
1329B
Dreamoon Likes Sequences · Tutorial
Quality: 7,056 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
AlRntn's solution

1741.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

1742.
977F
Consecutive Subsequence · Tutorial
Quality: 25,131 global accepts · Rating: 1700 · first AC: 2024-08-22 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

1743.
1325D
Ehab the Xorcist · Tutorial
Quality: 13,589 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
AlRntn's solution

1744.
1176E
Cover it! · Tutorial
Quality: 13,568 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
AlRntn's solution

1745.
766C
Mahmoud and a Message · Tutorial
Quality: 4,941 global accepts · Rating: 1700 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
AlRntn's solution

1746.
2080B
Best Runner · Tutorial
Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special
AlRntn's solution

1747.
1479A
Searching Local Minimum · Tutorial
Quality: 13,085 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
AlRntn's solution

1748.
1690F
Shifting String · Tutorial

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings
AlRntn's solution

1749.
2071C
Trapmigiano Reggiano · Tutorial
Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
AlRntn's solution

1750.
2072F
Goodbye, Banker Life · Tutorial
Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
AlRntn's solution

1751.
1779D
Boris and His Amazing Haircut · Tutorial
Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
AlRntn's solution

1752.
1731D
Valiant's New Map · Tutorial
Quality: 8,499 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
AlRntn's solution

1753.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
AlRntn's solution

1754.
1833F
Ira and Flamenco · Tutorial
Quality: 10,138 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
AlRntn's solution

1755.
2065G
Skibidus and Capping · Tutorial
Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

1756.
2065F
Skibidus and Slay · Tutorial
Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
AlRntn's solution

1757.
294B
Shaass and Bookshelf · Tutorial
Quality: 5,037 global accepts · Rating: 1700 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1758.
1984C2
Magnitude (Hard Version) · Tutorial

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
AlRntn's solution

1759.
276D
Little Girl and Maximum XOR · Tutorial
Quality: 16,370 global accepts · Rating: 1700 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
AlRntn's solution

1760.
1695C
Zero Path · Tutorial
Quality: 14,054 global accepts · Rating: 1700 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
AlRntn's solution

1761.
1864D
Matrix Cascade · Tutorial
Quality: 7,640 global accepts · Rating: 1700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
AlRntn's solution

1762.
1672D
Cyclic Rotation · Tutorial
Quality: 6,939 global accepts · Rating: 1700 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
AlRntn's solution

1763.
1735D
Meta-set · Tutorial
Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
AlRntn's solution

1764.
1983D
Swap Dilemma · Tutorial
Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
AlRntn's solution

1765.
1948D
Tandem Repeats? · Tutorial
Quality: 12,308 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
AlRntn's solution

1766.
1896D
Ones and Twos · Tutorial
Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
AlRntn's solution

1767.
1889B
Doremy's Connecting Plan · Tutorial
Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
AlRntn's solution

1768.
1893B
Neutral Tonality · Tutorial
Quality: 11,461 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
AlRntn's solution

1769.
1955E
Long Inversions · Tutorial
Quality: 10,549 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
AlRntn's solution

1770.
1660F1
Promising String (easy version) · Tutorial
Quality: 7,958 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
AlRntn's solution

1771.
1770C
Koxia and Number Theory · Tutorial
Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
AlRntn's solution

1772.
1868B1
Candy Party (Easy Version) · Tutorial
Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
AlRntn's solution

1773.
1777C
Quiz Master · Tutorial
Quality: 12,296 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
AlRntn's solution

1774.
1543D1
RPD and Rap Sheet (Easy Version) · Tutorial
Quality: 8,000 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
AlRntn's solution

1775.
1687B
Railway System · Tutorial
Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
AlRntn's solution

1776.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,595 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math
AlRntn's solution

1777.
1849D
Array Painting · Tutorial

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
AlRntn's solution

1778.
1681D
Required Length · Tutorial
Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
AlRntn's solution

1779.
1368D
AND, OR and square sum · Tutorial
Quality: 13,662 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

1780.
2045A
Scrambled Scrabble · Tutorial
Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

1781.
1807F
Bouncy Ball · Tutorial
Quality: 7,319 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
AlRntn's solution

1782.
1765D
Watch the Videos · Tutorial
Quality: 4,863 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, two pointers
AlRntn's solution

1783.
1799C
Double Lexicographically Minimum · Tutorial
Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
AlRntn's solution

1784.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,491 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
AlRntn's solution

1785.
1835A
k-th equality · Tutorial
Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
AlRntn's solution

1786.
1850H
The Third Letter · Tutorial
Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
AlRntn's solution

1787.
225C
Barcode · Tutorial

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
AlRntn's solution

1788.
1692H
Gambling · Tutorial
Quality: 9,602 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
AlRntn's solution

1789.
1722F
L-shapes · Tutorial
Quality: 8,014 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
AlRntn's solution

1790.
1760G
SlavicG's Favorite Problem · Tutorial
Quality: 10,315 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
AlRntn's solution

1791.
1873H
Mad City · Tutorial
Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
AlRntn's solution

1792.
1829H
Don't Blame Me · Tutorial
Quality: 10,799 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
AlRntn's solution

1793.
1677B
Tokitsukaze and Meeting · Tutorial
Quality: 4,550 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
AlRntn's solution

1794.
1783C
Yet Another Tournament · Tutorial
Quality: 10,882 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

1795.
1898C
Colorful Grid · Tutorial
Quality: 6,512 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

1796.
118D
Caesar's Legions · Tutorial
Quality: 20,476 global accepts · Rating: 1700 · first AC: 2024-09-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

1797.
339D
Xenia and Bit Operations · Tutorial
Quality: 32,550 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
AlRntn's solution

1798.
1699C
The Third Problem · Tutorial

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
AIRntn's solution

1799.
1715C
Monoblock · Tutorial
Quality: 10,375 global accepts · Rating: 1700 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
AIRntn's solution

1800.
1146C
Tree Diameter · Tutorial
Quality: 4,217 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
AIRntn's solution

1801.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
AIRntn's solution

1802.
1930C
Lexicographically Largest · Tutorial
Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
AIRntn's solution

1803.
1826D
Running Miles · Tutorial
Quality: 14,950 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
AIRntn's solution

1804.
1625C
Road Optimization · Tutorial
Quality: 13,288 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
AIRntn's solution

1805.
1538D
Another Problem About Dividing Numbers · Tutorial
Quality: 15,268 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AIRntn's solution

1806.
1986E
Beautiful Array · Tutorial
Quality: 10,862 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
AIRntn's solution

1807.
1906M
Triangle Construction · Tutorial
Quality: 3,457 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AIRntn's solution

1808.
126B
Password · Tutorial
Quality: 24,768 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string

suffix structures, strings
AlRntn's solution

1809.
1883E
Look Back · Tutorial
Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
AlRntn's solution

1810.
1810D
Climbing the Tree · Tutorial
Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-12-30 · last AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1811.
1945E
Binary Search · Tutorial
Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy
AlRntn's solution

1812.
1995B2
Bouquet (Hard Version) · Tutorial
Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
AlRntn's solution

1813.
1903D1
Maximum And Queries (easy version) · Tutorial
Quality: 7,147 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
AlRntn's solution

1814.
1950F
0, 1, 2, Tree! · Tutorial
Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
AlRntn's solution

1815.
1934C
Find a Mine · Tutorial
Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
AlRntn's solution

1816.
2053D
Refined Product Optimality · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · last AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
AlRntn's solution

1817.
1969C
Minimizing the Sum · Tutorial
Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

1818.
1592C
Bakry and Partitioning · Tutorial

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
AlRntn's solution

1819.
1700C
Helping the Nature · Tutorial
Quality: 12,162 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
AlRntn's solution

1820.
1661C
Water the Trees · Tutorial
Quality: 10,539 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

1821.
1608C
Game Master · Tutorial
Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
AlRntn's solution

1822.
1971G
XOUR · Tutorial
Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings
AlRntn's solution

1823.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
AlRntn's solution

1824.
1714G
Path Prefixes · Tutorial
Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
AlRntn's solution

1825.
1916D
Mathematical Problem · Tutorial
Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
AlRntn's solution

1826.
1822F
Gardening Friends · Tutorial
Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
AlRntn's solution

1827.
1693B
Fake Plastic Trees · Tutorial
Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

1828.
2023B
Skipping · Tutorial

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
AlRntn's solution

1829.
2024D
Skipping · Tutorial
Rating: 1700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
AlRntn's solution

1830.
466C
Number of Ways · Tutorial
Quality: 41,889 global accepts · Rating: 1700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
AlRntn's solution

1831.
1359C
Mixing Water · Tutorial
Quality: 15,298 global accepts · Rating: 1700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
AlRntn's solution

1832.
1324E
Sleeping Schedule · Tutorial
Quality: 17,013 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

1833.
2052F
Fix Flooded Floor · Tutorial
Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs
AlRntn's solution

1834.
2044G1
Medium Demon Problem (easy version) · Tutorial
Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
AlRntn's solution

1835.
163A
Substring and Subsequence · Tutorial
Quality: 2,995 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1836.
474D
Flowers · Tutorial
Quality: 30,623 global accepts · Rating: 1700 · first AC: 2024-09-04 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

1837.
2050F
Maximum modulo equality · Tutorial
Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory
AlRntn's solution

1838.
1881F
Minimum Maximum Distance · Tutorial
Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths, trees
AlRntn's solution

1839.
2039D
Shohag Loves GCD · Tutorial
Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
AlRntn's solution

1840.
20A
BerOS file system · Tutorial
Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
AlRntn's solution

1841.
1975D
Paint the Tree · Tutorial
Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
AlRntn's solution

1842.
1985H1
Maximize the Largest Component (Easy Version) · Tutorial
Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
AlRntn's solution

1843.
2031D
Penchick and Desert Rabbit · Tutorial
Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
AlRntn's solution

1844.
2029C
New Rating · Tutorial
Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
AlRntn's solution

1845.
2010C2
Message Transmission Error (hard version) · Tutorial
Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
AlRntn's solution

1846.
1462E2
Close Tuples (hard version) · Tutorial
Quality: 11,367 global accepts · Rating: 1700 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
AlRntn's solution

1847.
2027D1
The Endspeaker (Easy Version) · Tutorial
Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
AlRntn's solution

1848.
2030D
QED's Favorite Permutation · Tutorial
Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
AlRntn's solution

1849.
2018C
Tree Pruning · Tutorial
Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
AlRntn's solution

1850.
2006A
Iris and Game on the Tree · Tutorial
Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
AlRntn's solution

1851.
2019E
Tree Pruning · Tutorial
Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
AlRntn's solution

1852.
1406C
Link Cut Centroids · Tutorial
Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
AlRntn's solution

1853.
29C
Mail Stamps · Tutorial
Quality: 6,479 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
AlRntn's solution

1854.
2009F
Firefly's Queries · Tutorial
Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
AlRntn's solution

1855.
1209D
Cow and Snacks · Tutorial
Quality: 10,728 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

1856.
1992E
Novice's Mistake · Tutorial
Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
AlRntn's solution

1857.
1999G2
Ruler (hard version) · Tutorial
Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
AlRntn's solution

1858.
427C
Checkposts · Tutorial
Quality: 16,901 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers
AlRntn's solution

1859.
32C
Flea · Tutorial
Quality: 2,563 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

1860.
1365D
Solve The Maze · Tutorial
Quality: 20,820 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
AlRntn's solution

1861.
1037D
Valid BFS? · Tutorial
Quality: 19,101 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
AlRntn's solution

1862.
296D
Greg and Graph · Tutorial
Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
AlRntn's solution

1863.
295B
Greg and Graph · Tutorial
Quality: 17,659 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
AlRntn's solution

1864.
1970C2
Game on Tree (Medium) · Tutorial
Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
AlRntn's solution

1865.
219D
Choosing Capital for Treeland · Tutorial
Quality: 12,488 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

1866.
1093D
Beautiful Graph · Tutorial
Quality: 11,328 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

1867.
1144F
Graph Without Long Directed Paths · Tutorial
Quality: 14,119 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

1868.
2208D1
Tree Orientation (Easy Version) · Tutorial
Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, matrices, trees
AlRntn's solution

1869.
2176D
Fibonacci Paths · Tutorial
Quality: 5,761 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
AlRntn's solution

1870.
2218G
The 67th Iteration of "Counting is Fun" · Tutorial
Quality: 3,621 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
AlRntn's solution

1871.
2184E
Exquisite Array · Tutorial
Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings
AlRntn's solution

1872.
2187B
Shortest Statement Ever · Tutorial
Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
AlRntn's solution

1873.
2192D
Cost of Tree · Tutorial
Quality: 3,550 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
AlRntn's solution

1874.
2196C1
Interactive Graph (Simple Version) · Tutorial
Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
AlRntn's solution

1875.
2189C2
XOR-convenience (Hard Version) · Tutorial
Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

1876.
2185G
Mixing MEXes · Tutorial
Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
AlRntn's solution

1877.
2182E
New Year's Gifts · Tutorial
Quality: 5,567 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
AlRntn's solution

1878.
2179E
Blackslex and Girls · Tutorial
Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry,

math
AIRntn's solution

1879.
1388C
Uncle Bogdan and Country Happiness · Tutorial
Quality: 10,413 global accepts · Rating: 1800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math, trees
AIRntn's solution

1880.
1442B
Identify the Operations · Tutorial
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
AIRntn's solution

1881.
2164D
Copy String · Tutorial
Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
AIRntn's solution

1882.
1398D
Colored Rectangles · Tutorial
Quality: 12,542 global accepts · Rating: 1800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
AIRntn's solution

1883.
1442A
Extreme Subtraction · Tutorial
Quality: 9,720 global accepts · Rating: 1800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
AIRntn's solution

1884.
1709C
Recover an RBS · Tutorial
Quality: 10,274 global accepts · Rating: 1800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
AIRntn's solution

1885.
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
AIRntn's solution

1886.
2145D
Inversion Value of a Permutation · Tutorial
Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
AIRntn's solution

1887.
2155D
Batteries · Tutorial
Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
AIRntn's solution

1888.
700B
Connecting Universities · Tutorial
Quality: 4,641 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

AlRntn's solution

1889.
2143D1
Inversion Graph Coloring (Easy Version) · Tutorial
Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
AlRntn's solution

1890.
2144D
Price Tags · Tutorial
Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
AlRntn's solution

1891.
2148F
Gravity Falls · Tutorial
Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

1892.
371D
Vessels · Tutorial
Quality: 6,476 global accepts · Rating: 1800 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
AlRntn's solution

1893.
2138C1
Maple and Tree Beauty (Easy Version) · Tutorial
Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · last AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
AlRntn's solution

1894.
580D
Kefa and Dishes · Tutorial
Quality: 11,874 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
AlRntn's solution

1895.
274B
Zero Tree · Tutorial
Quality: 5,571 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

1896.
3C
Tic-tac-toe · Tutorial
Quality: 8,280 global accepts · Rating: 1800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation
AlRntn's solution

1897.
1560E
Polycarp and String Transformation · Tutorial
Quality: 8,863 global accepts · Rating: 1800 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings
AlRntn's solution

1898.
2127D
Root was Built by Love, Broken by Destiny · Tutorial
Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
AlRntn's solution

1899.
1190B
Tokitsukaze, CSL and Stone Game · Tutorial
Quality: 6,831 global accepts · Rating: 1800 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: games
AlRntn's solution

1900.
584D
Dima and Lisa · Tutorial
Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1901.
1775D
Friendly Spiders · Tutorial
Quality: 8,473 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
AlRntn's solution

1902.
2120D
Matrix game · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

1903.
2121F
Yamakasi · Tutorial
Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
AlRntn's solution

1904.
988D
Points and Powers of Two · Tutorial
Quality: 8,042 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

1905.
1535D
Playoff Tournament · Tutorial
Quality: 8,494 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
AlRntn's solution

1906.
2117F
Wildflower · Tutorial
Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees
AlRntn's solution

1907.
2078D
Scammy Game Ad · Tutorial
Quality: 6,537 global accepts · Rating: 1800 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

1908.
2101B
Quartet Swapping · Tutorial
Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
AlRntn's solution

1909.
2106E
Wolf · Tutorial
Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

1910.
2093F
Hackers and Neural Networks · Tutorial
Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
AlRntn's solution

1911.
2081A
Math Division · Tutorial
Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
AlRntn's solution

1912.
2092D
Mishkin Energizer · Tutorial
Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · last AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
AlRntn's solution

1913.
1118F1
Tree Cutting (Easy Version) · Tutorial
Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-11-21 · last AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
AlRntn's solution

1914.
873D
Merge Sort · Tutorial
Quality: 4,028 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
AlRntn's solution

1915.
1338B
Edge Weight Assignment · Tutorial
Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
AlRntn's solution

1916.
2091F
Igor and Mountain · Tutorial
Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
AlRntn's solution

1917.
1381B
Unmerge · Tutorial
Quality: 9,566 global accepts · Rating: 1800 · first AC: 2025-02-05 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1918.
1148D
Dirty Deeds Done Dirt Cheap · Tutorial
Quality: 5,263 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

1919.
1133E
K Balanced Teams · Tutorial
Quality: 6,442 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
AlRntn's solution

1920.
1396B
Stoned Game · Tutorial
Quality: 12,936 global accepts · Rating: 1800 · first AC: 2025-02-08 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
AlRntn's solution

1921.
1244D
Paint the Tree · Tutorial
Quality: 8,301 global accepts · Rating: 1800 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
AlRntn's solution

1922.
73C
LionAge II · Tutorial
Quality: 2,488 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1923.
933A
A Twisty Movement · Tutorial
Quality: 5,401 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1924.
914C
Travelling Salesman and Special Numbers · Tutorial
Quality: 4,209 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
AlRntn's solution

1925.
666A
Reberland Linguistics · Tutorial
Quality: 3,808 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
AlRntn's solution

1926.
30C
Shooting Gallery · Tutorial
Quality: 2,394 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
AlRntn's solution

1927.
1077E
Thematic Contests · Tutorial
Quality: 5,094 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
AlRntn's solution

1928.
2079D
Cute Subsequences · Tutorial
Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, sortings
AlRntn's solution

1929.
2071D1
Infinite Sequence (Easy Version) · Tutorial
Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp,

implementation, math
AlRntn's solution

1930.
2069D
Palindrome Shuffle · Tutorial
Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
AlRntn's solution

1931.
1572A
Book · Tutorial
Quality: 10,430 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
AlRntn's solution

1932.
1635D
Infinite Set · Tutorial
Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
AlRntn's solution

1933.
1833G
Ksyusha and Chinchilla · Tutorial
Quality: 6,390 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
AlRntn's solution

1934.
1299B
Aerodynamic · Tutorial
Quality: 5,611 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

1935.
1725M
Moving Both Hands · Tutorial
Quality: 4,390 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
AlRntn's solution

1936.
1852B
Imbalanced Arrays · Tutorial
Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
AlRntn's solution

1937.
1781D
Many Perfect Squares · Tutorial
Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

1938.
1782D
Many Perfect Squares · Tutorial
Rating: 1800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
AlRntn's solution

1939.
1907F
Shift and Reverse · Tutorial
Quality: 5,996 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

AlRntn's solution

1940.
1631D
Range and Partition · Tutorial
Rating: 1800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
AlRntn's solution

1941.
1630B
Range and Partition · Tutorial
Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
AlRntn's solution

1942.
1915G
Bicycles · Tutorial
Quality: 9,717 global accepts · Rating: 1800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
AlRntn's solution

1943.
1949I
Disks · Tutorial
Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
AlRntn's solution

1944.
1534D
Lost Tree · Tutorial
Quality: 6,811 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
AlRntn's solution

1945.
1841C
Ranom Numbers · Tutorial
Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings
AlRntn's solution

1946.
1666C
Connect the Points · Tutorial
Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry
AlRntn's solution

1947.
1861D
Sorting By Multiplication · Tutorial
Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1948.
1872F
Selling a Menagerie · Tutorial
Quality: 7,536 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
AlRntn's solution

1949.
1904D2
Set To Max (Hard Version) · Tutorial
Quality: 5,704 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, divide and conquer, greedy, implementation, sortings
AlRntn's solution

1950.
271D
Good Substrings · Tutorial
Quality: 14,012 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
AlRntn's solution

1951.
1851F
Lisa and the Martians · Tutorial
Quality: 7,422 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
AlRntn's solution

1952.
1859D
Andrey and Escape from Capygrad · Tutorial
Quality: 7,996 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
AlRntn's solution

1953.
1691D
Max GEQ Sum · Tutorial
Quality: 7,488 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
AlRntn's solution

1954.
478C
Table Decorations · Tutorial
Quality: 20,593 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

1955.
1793D
Moscow Gorillas · Tutorial
Quality: 7,134 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
AlRntn's solution

1956.
1848C
Vika and Price Tags · Tutorial
Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1957.
1728D
Letter Picking · Tutorial
Quality: 8,243 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers
AlRntn's solution

1958.
1740E
Hanging Hearts · Tutorial
Quality: 5,075 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
AlRntn's solution

1959.
1750D
Count GCD · Tutorial
Quality: 7,364 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

AlRntn's solution

1960.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
AlRntn's solution

1961.
1824B1
LuoTianyi and the Floating Islands (Easy Version) · Tutorial
Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
AlRntn's solution

1962.
1845D
Rating System · Tutorial
Quality: 9,012 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
AlRntn's solution

1963.
1862F
Magic Will Save the World · Tutorial
Quality: 7,617 global accepts · Rating: 1800 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
AlRntn's solution

1964.
2045M
Mirror Maze · Tutorial
Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
AlRntn's solution

1965.
1620C
BA-String · Tutorial
Quality: 7,275 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
AlRntn's solution

1966.
1870D
Prefix Purchase · Tutorial
Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

1967.
1295D
Same GCDs · Tutorial
Quality: 10,218 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

1968.
1809D
Binary String Sorting · Tutorial
Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

1969.
1923D
Slimes · Tutorial
Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, two pointers
AlRntn's solution

1970.
1922E
Increasing Subsequences · Tutorial
Quality: 9,089 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
AlRntn's solution

1971.
1721D
Maximum AND · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
AlRntn's solution

1972.
1725H
Hot Black Hot White · Tutorial
Quality: 3,009 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

1973.
1509C
The Sports Festival · Tutorial
Quality: 15,308 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

1974.
1556D
Take a Guess · Tutorial
Quality: 8,594 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
AlRntn's solution

1975.
1930D1
Sum over all Substrings (Easy Version) · Tutorial
Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
AlRntn's solution

1976.
1954D
Colored Balls · Tutorial
Quality: 8,080 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
AlRntn's solution

1977.
1955F
Unfair Game · Tutorial
Quality: 8,713 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules
AlRntn's solution

1978.
1981C
Turtle and an Incomplete Sequence · Tutorial
Quality: 6,341 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
AlRntn's solution

1979.
1617D1
Too Many Impostors (easy version) · Tutorial
Quality: 5,171 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

AlRntn's solution

1980.
1637D
Yet Another Minimization Problem · Tutorial
Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
AlRntn's solution

1981.
1758D
Range = " Sum Tutorial
Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
AlRntn's solution

1982.
1583D
Omkar and the Meaning of Life · Tutorial
Quality: 5,934 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
AlRntn's solution

1983.
1852A
Ntarsis' Set · Tutorial
Quality: 9,240 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
AlRntn's solution

1984.
1843F1
Omsk Metro (simple version) · Tutorial
Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
AlRntn's solution

1985.
1805D
A Wide, Wide Graph · Tutorial
Quality: 9,002 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
AlRntn's solution

1986.
1675F
Vlad and Unfinished Business · Tutorial
Quality: 6,269 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

1987.
1935D
Exam in MAC · Tutorial
Quality: 10,672 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math
AlRntn's solution

1988.
1941F
Rudolf and Imbalance · Tutorial
Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
AlRntn's solution

1989.
1582F1
Korney Korneevich and XOR (easy version) · Tutorial
Quality: 6,581 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

AlRntn's solution

1990.
1575D
Divisible by Twenty-Five · Tutorial
Quality: 2,871 global accepts · Rating: 1800 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp
AlRntn's solution

1991.
1987D
World is Mine · Tutorial
Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
AlRntn's solution

1992.
1912K
Kim's Quest · Tutorial
Quality: 4,201 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
AlRntn's solution

1993.
1732C1
Sheikh (Easy version) · Tutorial
Quality: 7,574 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
AlRntn's solution

1994.
1720D1
Xor-Subsequence (easy version) · Tutorial
Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
AlRntn's solution

1995.
1713D
Tournament Countdown · Tutorial
Quality: 6,229 global accepts · Rating: 1800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
AlRntn's solution

1996.
1970E1
Trails (Easy) · Tutorial
Quality: 3,426 global accepts · Rating: 1800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1997.
1974E
Money Buys Happiness · Tutorial
Quality: 11,320 global accepts · Rating: 1800 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

1998.
1968F
Equal XOR Segments · Tutorial
Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
AlRntn's solution

1999.
1995C
Squaring · Tutorial
Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
AlRntn's solution

2000.
1846F
Rudolph and Mimic · Tutorial
Quality: 3,722 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
AlRntn's solution

2001.
1780D
Bit Guessing Game · Tutorial
Quality: 5,833 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

2002.
2008G
Sakurako's Task · Tutorial
Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
AlRntn's solution

2003.
1729E
Guess the Cycle Size · Tutorial
Quality: 7,915 global accepts · Rating: 1800 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
AlRntn's solution

2004.
133E
Logo Turtle · Tutorial
Rating: 1800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

2005.
132C
Logo Turtle · Tutorial
Quality: 2,647 global accepts · Rating: 1800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2006.
402D
Upgrading Array · Tutorial
Quality: 2,787 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
AlRntn's solution

2007.
2043D
Problem about GCD · Tutorial
Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory
AlRntn's solution

2008.
358D
Dima and Hares · Tutorial
Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

2009.
2039C2
Shohag Loves XOR (Hard Version) · Tutorial
Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
AlRntn's solution

2010.
2035D
Yet Another Real Number Problem · Tutorial
Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
AlRntn's solution

2011.
2042C
Competitive Fishing · Tutorial
Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
AlRntn's solution

2012.
1324F
Maximum White Subtree · Tutorial
Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

2013.
161D
Distance in Tree · Tutorial
Quality: 19,178 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2014.
1990D
Grid Puzzle · Tutorial
Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
AlRntn's solution

2015.
1718A1
Burenka and Traditions (easy version) · Tutorial
Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

2016.
1856E1
PermuTree (easy version) · Tutorial
Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2017.
2032D
Genokraken · Tutorial
Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
AlRntn's solution

2018.
2033F
Kosuke's Sloth · Tutorial
Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

2019.
2014E
Rendez-vous de Marian et Robin · Tutorial
Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-24 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
AlRntn's solution

2020.

2006B

Iris and the Tree · Tutorial

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

AlRntn's solution

2021.

2025D

Attribute Checks · Tutorial

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

AlRntn's solution

2022.

2022C

Gerrymandering · Tutorial

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

AlRntn's solution

2023.

2020D

Connect the Dots · Tutorial

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

AlRntn's solution

2024.

2005C

Lazy Narek · Tutorial

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

AlRntn's solution

2025.

448D

Multiplication Table · Tutorial

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

AlRntn's solution

2026.

1846E2

Rudolf and Snowflakes (hard version) · Tutorial

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

AlRntn's solution

2027.

1213G

Path Queries · Tutorial

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

AlRntn's solution

2028.

1328D

Carousel · Tutorial

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

AlRntn's solution

2029.

2184G

Nastiness of Segments · Tutorial

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

AlRntn's solution

2030.
2200F
Mooclear Reactor 2 · Tutorial
Quality: 2,890 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
AlRntn's solution

2031.
5C
Longest Regular Bracket Sequence · Tutorial
Quality: 18,068 global accepts · Rating: 1900 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
AlRntn's solution

2032.
1945F
Kirill and Mushrooms · Tutorial
Quality: 5,104 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
AlRntn's solution

2033.
1242B
0-1 MST · Tutorial
Quality: 9,246 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
AlRntn's solution

2034.
2184F
Cherry Tree · Tutorial
Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

2035.
2189D1
Little String (Easy Version) · Tutorial
Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
AlRntn's solution

2036.
2190B2
Sub-RBS (Hard Version) · Tutorial
Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
AlRntn's solution

2037.
1169D
Good Triple · Tutorial
Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force
AlRntn's solution

2038.
1475F
Unusual Matrix · Tutorial
Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms
AlRntn's solution

2039.
2173D
Taiga's Carry Chains · Tutorial
Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
AlRntn's solution

2040.
1968G1
Division + LCP (easy version) · Tutorial
Quality: 5,298 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
AlRntn's solution

2041.
1467C
Three Bags · Tutorial
Quality: 6,787 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

2042.
2157E
Adjusting Drones · Tutorial
Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
AlRntn's solution

2043.
2165B
Marble Council · Tutorial
Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
AlRntn's solution

2044.
1970B1
Exact Neighbours (Easy) · Tutorial
Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

2045.
2156D
Find the Last Number · Tutorial
Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

2046.
1119E
Pavel and Triangles · Tutorial
Quality: 5,561 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
AlRntn's solution

2047.
1216E1
Numerical Sequence (easy version) · Tutorial
Quality: 3,731 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

2048.
2154D
Catshock · Tutorial
Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
AlRntn's solution

2049.
1980F1
Field Division (easy version) · Tutorial
Quality: 4,392 global accepts · Rating: 1900 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
AlRntn's solution

2050.
547B
Mike and Feet · Tutorial
Quality: 10,899 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu
AlRntn's solution

2051.
835D
Palindromic characteristics · Tutorial
Quality: 4,660 global accepts · Rating: 1900 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings
AlRntn's solution

2052.
1909D
Split Plus K · Tutorial
Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

2053.
2149F
Nezuko in the Clearing · Tutorial
Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
AlRntn's solution

2054.
327D
Block Tower · Tutorial
Quality: 2,496 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
AlRntn's solution

2055.
2148G
Farmer John's Last Wish · Tutorial
Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory
AlRntn's solution

2056.
500D
New Year Santa Network · Tutorial
Quality: 3,277 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
AlRntn's solution

2057.
110E
Lucky Tree · Tutorial
Rating: 1900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees
AlRntn's solution

2058.
2138B
Antiamuny Wants to Learn Swap · Tutorial
Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
AlRntn's solution

2059.
2137F
Prefix Maximum Invariance · Tutorial
Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings
AlRntn's solution

2060.
1921F
Sum of Progression · Tutorial
Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math
AlRntn's solution

2061.
2133D
Chicken Jockey · Tutorial
Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
AlRntn's solution

2062.
1648C
Tyler and Strings · Tutorial
Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation
AlRntn's solution

2063.
1899G
Unusual Entertainment · Tutorial
Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
AlRntn's solution

2064.
2131F
Unjust Binary Life · Tutorial
Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
AlRntn's solution

2065.
2129C1
Interactive RBS (Easy Version) · Tutorial
Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

2066.
2128E1
Submedians (Easy Version) · Tutorial
Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
AlRntn's solution

2067.
1479B1
Painting the Array I · Tutorial
Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
AlRntn's solution

2068.
61E
Enemy is weak · Tutorial
Quality: 15,175 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
AlRntn's solution

2069.
1353E
K-periodic Garland · Tutorial
Quality: 7,796 global accepts · Rating: 1900 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
AlRntn's solution

2070.
2121G
Gangsta · Tutorial
Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings
AlRntn's solution

2071.
1547F
Array Stabilization (GCD version) · Tutorial
Quality: 6,952 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
AlRntn's solution

2072.
25C
Roads in Berland · Tutorial
Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
AlRntn's solution

2073.
1627D
Not Adding · Tutorial
Quality: 9,368 global accepts · Rating: 1900 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
AlRntn's solution

2074.
1656D
K-good · Tutorial
Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

2075.
1679D
Toss a Coin to Your Graph... · Tutorial
Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs
AlRntn's solution

2076.
1689D
Lena and Matrix · Tutorial
Quality: 4,744 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths
AlRntn's solution

2077.
1463D
Pairs · Tutorial
Quality: 4,835 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
AlRntn's solution

2078.
1974F
Cutting Game · Tutorial
Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
AlRntn's solution

2079.
1955G
GCD on a grid · Tutorial
Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

AlRntn's solution

2080.
2117G
Omg Graph · Tutorial
Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
AlRntn's solution

2081.
2111E
Changing the String · Tutorial
Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
AlRntn's solution

2082.
1560F1
Nearest Beautiful Number (easy version) · Tutorial
Quality: 6,760 global accepts · Rating: 1900 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
AlRntn's solution

2083.
1307D
Cow and Fields · Tutorial
Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
AlRntn's solution

2084.
1369D
TediousLee · Tutorial
Quality: 9,229 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees
AlRntn's solution

2085.
1545B
AquaMoon and Chess · Tutorial
Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

2086.
2109D
D/D/D · Tutorial
Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
AlRntn's solution

2087.
1620E
Replace the Numbers · Tutorial
Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
AlRntn's solution

2088.
1303D
Fill The Bag · Tutorial
Quality: 7,706 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
AlRntn's solution

2089.
1800F
Dasha and Nightmares · Tutorial
Quality: 4,750 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle,

strings
AlRntn's solution

2090.
1036C
Classy Numbers · Tutorial
Quality: 13,378 global accepts · Rating: 1900 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2091.
1697D
Guess The String · Tutorial
Quality: 4,995 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlRntn's solution

2092.
2106F
Goblin · Tutorial
Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
AlRntn's solution

2093.
1989D
Smithing Skill · Tutorial
Quality: 7,101 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
AlRntn's solution

2094.
2089B1
Canteen (Easy Version) · Tutorial
Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
AlRntn's solution

2095.
2094H
La Vaca Saturno Saturnita · Tutorial
Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
AlRntn's solution

2096.
1527B2
Palindrome Game (hard version) · Tutorial
Quality: 8,696 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
AlRntn's solution

2097.
2068F
Mascot Naming · Tutorial
Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
AlRntn's solution

2098.
1808C
Unlucky Numbers · Tutorial
Quality: 4,332 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

2099.
2093G
Shorten the Array · Tutorial
Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data

structures, dfs and similar, greedy, strings, trees, two pointers
AlRntn's solution

2100.
1404B
Tree Tag · Tutorial
Quality: 8,186 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
AlRntn's solution

2101.
1114D
Flood Fill · Tutorial
Quality: 7,978 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2102.
1276B
Two Fairs · Tutorial
Quality: 5,669 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
AlRntn's solution

2103.
1205B
Shortest Cycle · Tutorial
Quality: 7,451 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
AlRntn's solution

2104.
1117C
Magic Ship · Tutorial
Quality: 9,114 global accepts · Rating: 1900 · first AC: 2025-03-08 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search
AlRntn's solution

2105.
41D
Pawn · Tutorial
Quality: 2,897 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2106.
811C
Vladik and Memorable Trip · Tutorial
Quality: 3,495 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
AlRntn's solution

2107.
1918D
Blocking Elements · Tutorial
Quality: 6,194 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
AlRntn's solution

2108.
1817B
Fish Graph · Tutorial
Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
AlRntn's solution

2109.
1717D
Madoka and The Corruption Scheme · Tutorial
Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

AlRntn's solution

2110.
1715D
2+ doors · Tutorial
Quality: 6,086 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
AlRntn's solution

2111.
577B
Modulo Sum · Tutorial
Quality: 14,859 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
AlRntn's solution

2112.
2077B
Finding OR Sum · Tutorial
Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
AlRntn's solution

2113.
1749D
Counting Arrays · Tutorial
Quality: 6,366 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

2114.
1759G
Restore the Permutation · Tutorial
Quality: 5,498 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
AlRntn's solution

2115.
1624G
MinOr Tree · Tutorial
Quality: 7,595 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
AlRntn's solution

2116.
19B
Checkout Assistant · Tutorial
Quality: 5,823 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2117.
1436D
Bandit in a City · Tutorial
Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
AlRntn's solution

2118.
1902D
Robot Queries · Tutorial
Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
AlRntn's solution

2119.
1285D
Dr. Evil Underscores · Tutorial

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
AlRntn's solution

2120.
1077F1
Pictures with Kittens (easy version) · Tutorial
Quality: 5,349 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2121.
1153D
Serval and Rooted Tree · Tutorial
Quality: 5,541 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
AlRntn's solution

2122.
1950G
Shuffling Songs · Tutorial
Quality: 6,076 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
AlRntn's solution

2123.
744B
Hongcow's Game · Tutorial
Quality: 1,957 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
AlRntn's solution

2124.
1172B
Nauuo and Circle · Tutorial
Quality: 4,405 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
AlRntn's solution

2125.
1739D
Reset K Edges · Tutorial
Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
AlRntn's solution

2126.
1746D
Paths on the Tree · Tutorial
Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
AlRntn's solution

2127.
1328E
Tree Queries · Tutorial
Quality: 11,722 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

2128.
1926G
Vlad and Trouble at MIT · Tutorial
Quality: 4,537 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
AlRntn's solution

2129.
1784B
Letter Exchange · Tutorial

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

2130.
1777D
Score of a Tree · Tutorial
Quality: 4,689 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
AlRntn's solution

2131.
1794D
Counting Factorizations · Tutorial
Quality: 4,485 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
AlRntn's solution

2132.
1791G2
Teleporters (Hard Version) · Tutorial
Quality: 5,994 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
AlRntn's solution

2133.
1821D
Black Cells · Tutorial
Quality: 5,537 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
AlRntn's solution

2134.
1305D
Kuroni and the Celebration · Tutorial
Quality: 5,365 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
AlRntn's solution

2135.
1878F
Vasilije Loves Number Theory · Tutorial
Quality: 4,933 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

2136.
1887A2
Dances (Hard Version) · Tutorial
Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
AlRntn's solution

2137.
1887B
Time Travel · Tutorial
Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
AlRntn's solution

2138.
1898D
Absolute Beauty · Tutorial
Quality: 6,632 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
AlRntn's solution

2139.
1207E
XOR Guessing · Tutorial
Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
AlRntn's solution

2140.
1729F
Kirei and the Linear Function · Tutorial
Quality: 4,553 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math
AlRntn's solution

2141.
1718A2
Burenka and Traditions (hard version) · Tutorial
Quality: 5,911 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2142.
1902E
Collapsing Strings · Tutorial
Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
AlRntn's solution

2143.
1891D
Suspicious logarithms · Tutorial
Quality: 4,557 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
AlRntn's solution

2144.
1946D
Birthday Gift · Tutorial
Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
AlRntn's solution

2145.
1883G2
Dances (Hard Version) · Tutorial
Quality: 6,741 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
AlRntn's solution

2146.
1994D
Funny Game · Tutorial
Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
AlRntn's solution

2147.
1998C
Perform Operations to Maximize Score · Tutorial
Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
AlRntn's solution

2148.
1927F
Microcycle · Tutorial
Quality: 5,388 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
AlRntn's solution

2149.
1932F
Feed Cats · Tutorial
Quality: 5,635 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
AlRntn's solution

2150.
2001D
Longest Max Min Subsequence · Tutorial
Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
AlRntn's solution

2151.
1929D
Sasha and a Walk in the City · Tutorial
Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
AlRntn's solution

2152.
2066B
White Magic · Tutorial
Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
AlRntn's solution

2153.
2064D
Eating · Tutorial
Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers
AlRntn's solution

2154.
1895D
XOR Construction · Tutorial
Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
AlRntn's solution

2155.
1920D
Array Repetition · Tutorial
Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math
AlRntn's solution

2156.
1914F
Programming Competition · Tutorial
Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
AlRntn's solution

2157.
1996F
Bomb · Tutorial
Quality: 6,322 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
AlRntn's solution

2158.
2018B
Speedbreaker · Tutorial
Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
AlRntn's solution

2159.
1906E
Merge Not Sort · Tutorial
Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
AlRntn's solution

2160.
2021C2
Adjust The Presentation (Hard Version) · Tutorial
Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
AlRntn's solution

2161.
2052E
Expression Correction · Tutorial
Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings
AlRntn's solution

2162.
2029D
Cool Graph · Tutorial
Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
AlRntn's solution

2163.
2049D
Shift + Esc · Tutorial
Quality: 6,020 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
AlRntn's solution

2164.
191C
Fools and Roads · Tutorial
Quality: 9,223 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

2165.
2026D
Sums of Segments · Tutorial
Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math
AlRntn's solution

2166.
335B
Palindrome · Tutorial
Quality: 2,373 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
AlRntn's solution

2167.
1797D
Li Hua and Tree · Tutorial
Quality: 4,640 global accepts · Rating: 1900 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
AlRntn's solution

2168.
1957D
A BIT of an Inequality · Tutorial
Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
AlRntn's solution

2169.
1992F
Valuable Cards · Tutorial
Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
AlRntn's solution

2170.
2000F
Color Rows and Columns · Tutorial
Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
AlRntn's solution

2171.
2009G1
Yunli's Subarray Queries (easy version) · Tutorial
Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
AlRntn's solution

2172.
1912D
Divisibility Test · Tutorial
Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2173.
1991D
Prime XOR Coloring · Tutorial
Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
AlRntn's solution

2174.
2002D1
DFS Checker (Easy Version) · Tutorial
Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
AlRntn's solution

2175.
1949C
Annual Ants' Gathering · Tutorial
Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2176.
1702G1
Passable Paths (easy version) · Tutorial
Quality: 6,341 global accepts · Rating: 1900 · first AC: 2025-02-19 · last AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
AlRntn's solution

2177.
1882D
Tree XOR · Tutorial
Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
AlRntn's solution

2178.
1799D1
Hot Start Up (easy version) · Tutorial
Quality: 5,804 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2179.
1774E
Two Chess Pieces · Tutorial
Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2180.
1744E2
Divisible Numbers (hard version) · Tutorial
Quality: 6,700 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

2181.
2059D
Graph and Graph · Tutorial
Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths
AlRntn's solution

2182.
1846G
Rudolf and CodeVid-23 · Tutorial
Quality: 5,666 global accepts · Rating: 1900 · first AC: 2025-01-24 · last AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
AlRntn's solution

2183.
607B
Zuma · Tutorial
Quality: 16,310 global accepts · Rating: 1900 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2184.
148E
Porcelain · Tutorial
Quality: 4,870 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2185.
505C
Mr. Kitayuta, the Treasure Hunter · Tutorial
Quality: 7,304 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers
AlRntn's solution

2186.
448C
Painting Fence · Tutorial
Quality: 10,792 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy
AlRntn's solution

2187.
459E
Pashmak and Graph · Tutorial
Quality: 5,971 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
AlRntn's solution

2188.
2053E
Resourceful Caterpillar Sequence · Tutorial
Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
AlRntn's solution

2189.
2044G2
Medium Demon Problem (hard version) · Tutorial
Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
AlRntn's solution

2190.
2044F
Easy Demon Problem · Tutorial
Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory
AlRntn's solution

2191.
479E
Riding in a Lift · Tutorial
Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-12-14 · last AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2192.
2040D
Non Prime Tree · Tutorial
Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
AlRntn's solution

2193.
2050G
Tree Destruction · Tutorial
Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2194.
2042D
Recommendations · Tutorial
Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
AlRntn's solution

2195.
862C
Mahmoud and Ehab and the xor · Tutorial
Quality: 4,506 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

2196.
2038G
Guess One Character · Tutorial
Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
AlRntn's solution

2197.
1970C3
Game on Tree (Hard) · Tutorial
Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
AlRntn's solution

2198.
2014H
Robin Hood Archery · Tutorial
Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
AlRntn's solution

2199.
1714F
Build a Tree and That Is It · Tutorial
Quality: 3,662 global accepts · Rating: 1900 · first AC: 2024-07-04 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees
AlRntn's solution

2200.
2036F
XORificator 3000 · Tutorial
Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers
AlRntn's solution

2201.
1486C2
Guessing the Greatest (hard version) · Tutorial
Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
AlRntn's solution

2202.
2022D1
Asesino (Easy Version) · Tutorial
Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
AlRntn's solution

2203.
2013D
Minimize the Difference · Tutorial
Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
AlRntn's solution

2204.
118C
Fancy Number · Tutorial
Quality: 2,872 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings
AlRntn's solution

2205.
1354D
Multiset · Tutorial
Quality: 10,172 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
AlRntn's solution

2206.
1970G1
Min-Fund Prison (Easy) · Tutorial
Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
AlRntn's solution

2207.
1092F
Tree with Maximum Cost · Tutorial
Quality: 10,844 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2208.
566D
Restructuring Company · Tutorial
Quality: 3,951 global accepts · Rating: 1900 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
AlRntn's solution

2209.
1986F
Non-academic Problem · Tutorial
Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

2210.
25D
Roads not only in Berland · Tutorial

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, trees
AlRntn's solution

2211.
1991E
Coloring Game · Tutorial
Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
AlRntn's solution

2212.
1133F2
Spanning Tree with One Fixed Degree · Tutorial
Quality: 3,823 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
AlRntn's solution

2213.
20C
Dijkstra? · Tutorial
Quality: 46,882 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
AlRntn's solution

2214.
1234E
Special Permutations · Tutorial
Quality: 2,978 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

2215.
2201C
Rigged Bracket Sequence · Tutorial
Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
AlRntn's solution

2216.
2195F
Parabola Independence · Tutorial
Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings
AlRntn's solution

2217.
2196C2
Interactive Graph (Hard Version) · Tutorial
Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
AlRntn's solution

2218.
1923E
Count Paths · Tutorial
Quality: 5,142 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
AlRntn's solution

2219.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
AlRntn's solution

2220.
2179F
Blackslex and Another RGB Walking · Tutorial
Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive

algorithms, graphs, interactive, number theory, trees
AlRntn's solution

2221.
1438C
Engineer Artem · Tutorial
Quality: 11,628 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
AlRntn's solution

2222.
468B
Two Sets · Tutorial
Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
AlRntn's solution

2223.
2158D
Palindrome Flipping · Tutorial
Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
AlRntn's solution

2224.
855C
Helga Hufflepuff's Cup · Tutorial
Quality: 2,405 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AlRntn's solution

2225.
2138C2
Maple and Tree Beauty (Hard Version) · Tutorial
Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
AlRntn's solution

2226.
2171E
Anisphia Wynn Palettia and Good Permutations · Tutorial
Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
AlRntn's solution

2227.
2171G
Sakura Adachi and Optimal Sequences · Tutorial
Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
AlRntn's solution

2228.
2165C
Binary Wine · Tutorial
Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
AlRntn's solution

2229.
1674G
Remove Directed Edges · Tutorial
Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
AlRntn's solution

2230.
963B
Destruction of a Tree · Tutorial
Quality: 3,000 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees
AlRntn's solution

2231.
337D
Book of Evil · Tutorial
Quality: 6,907 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
AlRntn's solution

2232.
383C
Propagating tree · Tutorial
Quality: 7,523 global accepts · Rating: 2000 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

2233.
2154C2
No Cost Too Great (Hard Version) · Tutorial
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
AlRntn's solution

2234.
1978E
Computing Machine · Tutorial
Quality: 4,606 global accepts · Rating: 2000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
AlRntn's solution

2235.
863E
Turn Off The TV · Tutorial
Quality: 4,061 global accepts · Rating: 2000 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
AlRntn's solution

2236.
487B
Strip · Tutorial
Quality: 4,211 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
AlRntn's solution

2237.
1388D
Captain Flint and Treasure · Tutorial
Quality: 6,910 global accepts · Rating: 2000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
AlRntn's solution

2238.
1416C
XOR Inverse · Tutorial
Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
AlRntn's solution

2239.
461B
Appleman and Tree · Tutorial
Quality: 7,021 global accepts · Rating: 2000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2240.
2146D2
Max Sum OR (Hard Version) · Tutorial

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
AlRntn's solution

2241.
2135C
By the Assignment · Tutorial
Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
AlRntn's solution

2242.
545E
Paths and Trees · Tutorial
Quality: 5,554 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
AlRntn's solution

2243.
187C
Weak Memory · Tutorial
Quality: 1,579 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu
AlRntn's solution

2244.
412D
Giving Awards · Tutorial
Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
AlRntn's solution

2245.
29D
Ant on the Tree · Tutorial
Quality: 2,938 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
AlRntn's solution

2246.
2140D
A Cruel Segment's Thesis · Tutorial
Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

2247.
1250N
Wires · Tutorial
Quality: 1,766 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
AlRntn's solution

2248.
1415D
XOR-gun · Tutorial
Quality: 6,165 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms
AlRntn's solution

2249.
2129C2
Interactive RBS (Medium Version) · Tutorial
Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

2250.
803F
Coprime Subsequences · Tutorial
Quality: 4,638 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number

theory
AlRntn's solution

2251.
1009E
Intercity Travelling · Tutorial
Quality: 3,363 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
AlRntn's solution

2252.
474E
Pillars · Tutorial
Quality: 4,181 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees
AlRntn's solution

2253.
2131G
Wafu! · Tutorial
Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
AlRntn's solution

2254.
1399E1
Weights Division (easy version) · Tutorial
Quality: 6,336 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
AlRntn's solution

2255.
1867E1
Salyg1n and Array (simple version) · Tutorial
Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
AlRntn's solution

2256.
1970E2
Trails (Medium) · Tutorial
Quality: 2,056 global accepts · Rating: 2000 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
AlRntn's solution

2257.
2126F
1-1-1, Free Tree! · Tutorial
Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
AlRntn's solution

2258.
877E
Danil and a Part-time Job · Tutorial
Quality: 5,497 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
AlRntn's solution

2259.
961D
Pair Of Lines · Tutorial
Quality: 4,873 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

2260.
1427C
The Hard Work of Paparazzi · Tutorial
Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

AlRntn's solution

2261.
1288D
Minimax Problem · Tutorial
Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
AlRntn's solution

2262.
920F
SUM and REPLACE · Tutorial
Quality: 8,601 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
AlRntn's solution

2263.
1408D
Searchlights · Tutorial
Quality: 4,674 global accepts · Rating: 2000 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
AlRntn's solution

2264.
1257E
The Contest · Tutorial
Quality: 4,537 global accepts · Rating: 2000 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2265.
776D
The Door Problem · Tutorial
Quality: 6,219 global accepts · Rating: 2000 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
AlRntn's solution

2266.
117C
Cycle · Tutorial
Quality: 2,962 global accepts · Rating: 2000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

2267.
466B
Wonder Room · Tutorial
Quality: 5,267 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

2268.
933B
A Determined Cleanup · Tutorial
Quality: 2,055 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2269.
965C
Greedy Arkady · Tutorial
Quality: 2,215 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2270.
50C
Happy Farm 5 · Tutorial
Quality: 885 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

2271.
451D
Count Good Substrings · Tutorial

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2272.
1427D
Unshuffling a Deck · Tutorial
Quality: 3,696 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

2273.
1103B
Game with modulo · Tutorial
Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlRntn's solution

2274.
1451E1
Bitwise Queries (Easy Version) · Tutorial
Quality: 4,921 global accepts · Rating: 2000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
AlRntn's solution

2275.
1129B
Wrong Answer · Tutorial
Quality: 2,331 global accepts · Rating: 2000 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

2276.
1566E
Buds Re-hanging · Tutorial
Quality: 4,447 global accepts · Rating: 2000 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
AlRntn's solution

2277.
1506G
Maximize the Remaining String · Tutorial
Quality: 4,833 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
AlRntn's solution

2278.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
AlRntn's solution

2279.
2114F
Small Operations · Tutorial
Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
AlRntn's solution

2280.
1941G
Rudolf and Subway · Tutorial
Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
AlRntn's solution

2281.
2041C
Cube · Tutorial
Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp
AlRntn's solution

2282.
1244C
The Football Season · Tutorial
Quality: 8,295 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

2283.
792C
Divide by Three · Tutorial
Quality: 4,999 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
AlRntn's solution

2284.
1379C
Choosing flowers · Tutorial
Quality: 6,080 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
AlRntn's solution

2285.
600D
Area of Two Circles' Intersection · Tutorial
Quality: 2,704 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
AlRntn's solution

2286.
1131D
Gourmet choice · Tutorial
Quality: 3,635 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
AlRntn's solution

2287.
1815B
Sum Graph · Tutorial
Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
AlRntn's solution

2288.
1370D
Odd-Even Subsequence · Tutorial
Quality: 10,927 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
AlRntn's solution

2289.
1712D
Empty Graph · Tutorial
Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
AlRntn's solution

2290.
1416B
Make Them Equal · Tutorial
Quality: 6,687 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

2291.
1900D
Small GCD · Tutorial
Quality: 5,355 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
AlRntn's solution

2292.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
AlRntn's solution

2293.
1680E
Moving Chips · Tutorial
Quality: 4,347 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
AlRntn's solution

2294.
1956D
Nene and the Mex Operator · Tutorial
Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
AlRntn's solution

2295.
1458B
Glass Half Spilled · Tutorial
Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2296.
1521C
Nastia and a Hidden Permutation · Tutorial
Quality: 4,613 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
AlRntn's solution

2297.
1582E
Pchelyonok and Segments · Tutorial
Quality: 4,217 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
AlRntn's solution

2298.
1584D
Guess the Permutation · Tutorial
Quality: 3,991 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math
AlRntn's solution

2299.
1976D
Invertible Bracket Sequences · Tutorial
Quality: 5,798 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
AlRntn's solution

2300.
2041M
Selection Sort · Tutorial
Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
AlRntn's solution

2301.
1731E
Graph Cost · Tutorial
Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
AlRntn's solution

2302.
1616D
Keep the Average High · Tutorial
Quality: 5,566 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
AlRntn's solution

2303.
1620D
Exact Change · Tutorial
Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
AlRntn's solution

2304.
2045B
ICPC Square · Tutorial
Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

2305.
2103D
Local Construction · Tutorial
Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
AlRntn's solution

2306.
2096D
Wonderful Lightbulbs · Tutorial
Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
AlRntn's solution

2307.
1753C
Wish I Knew How to Sort · Tutorial
Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
AlRntn's solution

2308.
1198C
Matching vs Independent Set · Tutorial
Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
AlRntn's solution

2309.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
AlRntn's solution

2310.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
AlRntn's solution

2311.
2085D
Serval and Kaitenzushi Buffet · Tutorial
Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
AlRntn's solution

2312.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

2313.
1359E
Modular Stability · Tutorial
Quality: 6,732 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

2314.
900D
Unusual Sequences · Tutorial
Quality: 3,789 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
AlRntn's solution

2315.
1513D
GCD and MST · Tutorial
Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
AlRntn's solution

2316.
1156C
Match Points · Tutorial
Quality: 6,670 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
AlRntn's solution

2317.
1366D
Two Divisors · Tutorial
Quality: 12,346 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

2318.
1696E
Placing Jinas · Tutorial
Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

2319.
1619F
Let's Play the Hat? · Tutorial
Quality: 2,339 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AlRntn's solution

2320.
1674E
Breaking the Wall · Tutorial
Quality: 7,304 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
AlRntn's solution

2321.
1657D
For Gamers. By Gamers. · Tutorial
Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
AlRntn's solution

2322.
1618F
Reverse · Tutorial
Quality: 4,735 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
AlRntn's solution

2323.
1726D
Edge Split · Tutorial
Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
AlRntn's solution

2324.
1889C1
Doremy's Drying Plan (Easy Version) · Tutorial
Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
AlRntn's solution

2325.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
AlRntn's solution

2326.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
AlRntn's solution

2327.
1690G
Count the Trains · Tutorial
Quality: 4,129 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
AlRntn's solution

2328.
1770D
Koxia and Game · Tutorial
Quality: 4,394 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
AlRntn's solution

2329.
1772F
Copy of a Copy of a Copy · Tutorial
Quality: 2,805 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
AlRntn's solution

2330.
1788D
Moving Dots · Tutorial
Quality: 4,656 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

combinatorics, math, two pointers
AlRntn's solution

2331.
1716D
Chip Move · Tutorial
Quality: 6,136 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
AlRntn's solution

2332.
1872G
Replace With Product · Tutorial
Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
AlRntn's solution

2333.
1857G
Counting Graphs · Tutorial
Quality: 5,488 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
AlRntn's solution

2334.
1936B
Pinball · Tutorial
Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
AlRntn's solution

2335.
1804D
Accommodation · Tutorial
Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
AlRntn's solution

2336.
1943B
Non-Palindromic Substring · Tutorial
Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
AlRntn's solution

2337.
1951D
Buying Jewels · Tutorial
Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

2338.
1862G
The Great Equalizer · Tutorial
Quality: 3,455 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
AlRntn's solution

2339.
1744F
MEX vs MED · Tutorial
Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
AlRntn's solution

2340.
1646D
Weight the Tree · Tutorial
Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
AlRntn's solution

2341.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlRntn's solution

2342.
1665D
GCD Guess · Tutorial
Quality: 4,658 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
AlRntn's solution

2343.
1610D
Not Quite Lee · Tutorial
Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

2344.
1974G
Money Buys Less Happiness Now · Tutorial
Quality: 5,894 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
AlRntn's solution

2345.
1992G
Ultra-Meow · Tutorial
Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2346.
1830B
The BOSS Can Count Pairs · Tutorial
Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
AlRntn's solution

2347.
1796D
Maximum Subarray · Tutorial
Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
AlRntn's solution

2348.
864E
Fire · Tutorial
Quality: 4,689 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
AlRntn's solution

2349.
2068J
The Ultimate Wine Tasting Event · Tutorial
Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
AlRntn's solution

2350.
1632D
New Year Concert · Tutorial
Quality: 5,334 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
AlRntn's solution

2351.
2075D
Equalization · Tutorial
Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
AlRntn's solution

2352.
1851G
Vlad and the Mountains · Tutorial
Quality: 4,045 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
AlRntn's solution

2353.
2B
The least round way · Tutorial
Quality: 12,948 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
AlRntn's solution

2354.
1987E
Wonderful Tree! · Tutorial
Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
AlRntn's solution

2355.
1988D
The Omnipotent Monster Killer · Tutorial
Quality: 6,011 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
AlRntn's solution

2356.
1881G
Anya and the Mysterious String · Tutorial
Quality: 2,889 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
AlRntn's solution

2357.
1931G
One-Dimensional Puzzle · Tutorial
Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

2358.
2020E
Expected Power · Tutorial
Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
AlRntn's solution

2359.
1903E
Geo Game · Tutorial
Quality: 2,511 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
AlRntn's solution

2360.
2074F
Counting Necessary Nodes · Tutorial
Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math
AlRntn's solution

2361.
1634D
Finding Zero · Tutorial

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
AlRntn's solution

2362.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,861 global accepts · Rating: 2000 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2363.
1132F
Clear the String · Tutorial
Quality: 10,710 global accepts · Rating: 2000 · first AC: 2024-11-22 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2364.
1702G2
Passable Paths (hard version) · Tutorial
Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

2365.
1363E
Tree Shuffling · Tutorial
Quality: 7,496 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2366.
2062E1
The Game (Easy Version) · Tutorial
Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
AlRntn's solution

2367.
401D
Roman and Numbers · Tutorial
Quality: 4,571 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
AlRntn's solution

2368.
2063D
Game With Triangles · Tutorial
Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
AlRntn's solution

2369.
2061E
Kevin and And · Tutorial
Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
AlRntn's solution

2370.
2055D
Scarecrow · Tutorial
Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

2371.
598E
Chocolate Bar · Tutorial
Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-07-02 · last AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

AlRntn's solution

2372.
2057D
Gifts Order · Tutorial
Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
AlRntn's solution

2373.
201C
Fragile Bridges · Tutorial
Quality: 1,513 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2374.
1994E
Wooden Game · Tutorial
Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
AlRntn's solution

2375.
2051F
Joker · Tutorial
Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
AlRntn's solution

2376.
2048E
Kevin and Bipartite Graph · Tutorial
Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
AlRntn's solution

2377.
478D
Red-Green Towers · Tutorial
Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2378.
20B
Equation · Tutorial
Quality: 4,805 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2379.
449B
Jzzhu and Cities · Tutorial
Quality: 10,594 global accepts · Rating: 2000 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
AlRntn's solution

2380.
2037G
Natlan Exploring · Tutorial
Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
AlRntn's solution

2381.
1891F
A Growing Tree · Tutorial
Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

2382.
2028D
Alice's Adventures in Cards · Tutorial
Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
AlRntn's solution

2383.
2014F
Sheriff's Defense · Tutorial
Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2384.
1354C2
Not So Simple Polygon Embedding · Tutorial
Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
AlRntn's solution

2385.
1092E
Minimal Diameter Forest · Tutorial
Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

2386.
1454E
Number of Simple Paths · Tutorial
Quality: 6,619 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
AlRntn's solution

2387.
118E
Bertown roads · Tutorial
Quality: 8,435 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

2388.
2210C2
A Simple GCD Problem (Hard Version) · Tutorial
Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory
AlRntn's solution

2389.
2210D
A Simple RBS Problem · Tutorial
Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees
AlRntn's solution

2390.
2207E1
N-MEX (Constructive Version) · Tutorial
Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

2391.
321C
Ciel the Commander · Tutorial
Quality: 9,392 global accepts · Rating: 2100 · first AC: 2025-05-21 · last AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
AlRntn's solution

2392.
2192E
Swap to Rearrange · Tutorial
Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
AlRntn's solution

2393.
2193G
Paths in a Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2100 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees
AlRntn's solution

2394.
2183E
LCM is Legendary Counting Master · Tutorial
Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
AlRntn's solution

2395.
2183D2
Tree Coloring (Hard Version) · Tutorial
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
AlRntn's solution

2396.
875C
National Property · Tutorial
Quality: 2,366 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
AlRntn's solution

2397.
1218I
The Light Square · Tutorial
Quality: 743 global accepts · Rating: 2100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, greedy
AlRntn's solution

2398.
2136F1
From the Unknown (Easy Version) · Tutorial
Rating: 2100 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
AlRntn's solution

2399.
1864E
Guess Game · Tutorial
Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
AlRntn's solution

2400.
2170E
Binary Strings and Blocks · Tutorial
Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
AlRntn's solution

2401.
2163D1
Diadrash (Easy Version) · Tutorial
Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
AlRntn's solution

2402.
1039B
Subway Pursuit · Tutorial
Quality: 2,596 global accepts · Rating: 2100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities
AlRntn's solution

2403.
2003D2
Turtle and a MEX Problem (Hard Version) · Tutorial
Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
AlRntn's solution

2404.
1970B2
Exact Neighbours (Medium) · Tutorial
Quality: 1,210 global accepts · Rating: 2100 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

2405.
2161D
Locked Out · Tutorial
Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
AlRntn's solution

2406.
1866H
Happy Sets · Tutorial
Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
AlRntn's solution

2407.
2162F
Beautiful Intervals · Tutorial
Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

2408.
2150C
Limited Edition Shop · Tutorial
Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
AlRntn's solution

2409.
238C
World Eater Brothers · Tutorial
Quality: 1,366 global accepts · Rating: 2100 · first AC: 2025-07-21 · last AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

2410.
2145E
Predicting Popularity · Tutorial
Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
AlRntn's solution

2411.
1671E
Preorder · Tutorial
Quality: 3,170 global accepts · Rating: 2100 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
AlRntn's solution

2412.
2152E
Monotone Subsequence · Tutorial
Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
AlRntn's solution

2413.
1203F1
Complete the Projects (easy version) · Tutorial
Quality: 4,051 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

2414.
1032E
The Unbearable Lightness of Weights · Tutorial
Quality: 1,865 global accepts · Rating: 2100 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
AlRntn's solution

2415.
2149G
Buratsuta 3 · Tutorial
Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
AlRntn's solution

2416.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
AlRntn's solution

2417.
2068C
Ads · Tutorial
Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
AlRntn's solution

2418.
609E
Minimum spanning tree for each edge · Tutorial
Quality: 10,271 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
AlRntn's solution

2419.
348B
Apple Tree · Tutorial
Quality: 2,283 global accepts · Rating: 2100 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees
AlRntn's solution

2420.
1606E
Arena · Tutorial
Quality: 4,184 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2421.
543B
Destroying Roads · Tutorial
Quality: 4,580 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
AlRntn's solution

2422.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
AlRntn's solution

2423.
665E
Beautiful Subarrays · Tutorial
Quality: 4,425 global accepts · Rating: 2100 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
AlRntn's solution

2424.
576B
Invariance of Tree · Tutorial
Quality: 1,918 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

2425.
2132F
Rada and the Chamomile Valley · Tutorial
Quality: 2,771 global accepts · Rating: 2100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
AlRntn's solution

2426.
1732C2
Sheikh (Hard Version) · Tutorial
Quality: 3,067 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
AlRntn's solution

2427.
840B
Leha and another game about graph · Tutorial
Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs
AlRntn's solution

2428.
1195E
OpenStreetMap · Tutorial
Quality: 3,549 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
AlRntn's solution

2429.
1511E
Colorings and Dominoes · Tutorial
Quality: 2,897 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
AlRntn's solution

2430.
1393D
Rarity and New Dress · Tutorial
Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
AlRntn's solution

2431.
1466F
Euclid's nightmare · Tutorial
Quality: 3,060 global accepts · Rating: 2100 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

AlRntn's solution

2432.
1493D
GCD of an Array · Tutorial
Quality: 5,743 global accepts · Rating: 2100 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
AlRntn's solution

2433.
1454F
Array Partition · Tutorial
Quality: 4,668 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
AlRntn's solution

2434.
1296F
Berland Beauty · Tutorial
Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
AlRntn's solution

2435.
1776G
Another Wine Tasting Event · Tutorial
Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
AlRntn's solution

2436.
2127E
Ancient Tree · Tutorial
Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
AlRntn's solution

2437.
988E
Divisibility by 25 · Tutorial
Quality: 4,427 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
AlRntn's solution

2438.
811D
Vladik and Favorite Game · Tutorial
Quality: 1,902 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
AlRntn's solution

2439.
1660F2
Promising String (hard version) · Tutorial
Quality: 3,145 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings
AlRntn's solution

2440.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
AlRntn's solution

2441.
1667B
Optimal Partition · Tutorial

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
AlRntn's solution

2442.
1912B
Blueprint for Seating · Tutorial
Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math
AlRntn's solution

2443.
1913D
Array Collapse · Tutorial
Quality: 4,145 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees
AlRntn's solution

2444.
1906F
Maximize The Value · Tutorial
Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
AlRntn's solution

2445.
1920E
Counting Binary Strings · Tutorial
Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2446.
1924B
Space Harbour · Tutorial
Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings
AlRntn's solution

2447.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
AlRntn's solution

2448.
2052D
DAG Serialization · Tutorial
Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
AlRntn's solution

2449.
1930D2
Sum over all Substrings (Hard Version) · Tutorial
Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
AlRntn's solution

2450.
1970D1
Arithmancy (Easy) · Tutorial
Quality: 940 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
AlRntn's solution

2451.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation
AlRntn's solution

2452.
1538E
Funny Substrings · Tutorial
Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
AlRntn's solution

2453.
852E
Casinos and travel · Tutorial
Quality: 1,203 global accepts · Rating: 2100 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

2454.
466D
Increase Sequence · Tutorial
Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2455.
242D
Dispute · Tutorial
Quality: 2,032 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
AlRntn's solution

2456.
1838D
Bracket Walk · Tutorial
Quality: 3,706 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
AlRntn's solution

2457.
1271D
Portals · Tutorial
Quality: 3,402 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
AlRntn's solution

2458.
1167E
Range Deleting · Tutorial
Quality: 2,924 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
AlRntn's solution

2459.
1263E
Editor · Tutorial
Quality: 2,974 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
AlRntn's solution

2460.
1479B2
Painting the Array II · Tutorial
Quality: 4,431 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
AlRntn's solution

2461.
837D
Round Subset · Tutorial
Quality: 7,526 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
AlRntn's solution

2462.
1684E
MEX vs DIFF · Tutorial
Quality: 3,629 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
AlRntn's solution

2463.
1593F
Red-Black Number · Tutorial
Quality: 2,657 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
AlRntn's solution

2464.
1516D
Cut · Tutorial
Quality: 5,173 global accepts · Rating: 2100 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
AlRntn's solution

2465.
1151E
Number of Components · Tutorial
Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
AlRntn's solution

2466.
1486D
Max Median · Tutorial
Quality: 9,728 global accepts · Rating: 2100 · first AC: 2025-05-21 · last AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
AlRntn's solution

2467.
486D
Valid Sets · Tutorial
Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
AlRntn's solution

2468.
620E
New Year Tree · Tutorial
Quality: 7,088 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
AlRntn's solution

2469.
1811G1
Vlad and the Nice Paths (easy version) · Tutorial
Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2470.
1778D
Flexible String Revisit · Tutorial
Quality: 3,412 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
AlRntn's solution

2471.
1787E
The Harmonization of XOR · Tutorial
Quality: 2,718 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
AlRntn's solution

2472.
1832D1
Red-Blue Operations (Easy Version) · Tutorial
Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math
AlRntn's solution

2473.
1734E
Rectangular Congruence · Tutorial
Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
AlRntn's solution

2474.
1906J
Count BFS Graph · Tutorial
Quality: 1,089 global accepts · Rating: 2100 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2475.
1547G
How Many Paths? · Tutorial
Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

2476.
260D
Black and White Tree · Tutorial
Quality: 1,665 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
AlRntn's solution

2477.
1223E
Paint the Tree · Tutorial
Quality: 2,891 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
AlRntn's solution

2478.
1650G
Counting Shortcuts · Tutorial
Quality: 2,938 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
AlRntn's solution

2479.
1213F
Unstable String Sort · Tutorial
Quality: 3,020 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
AlRntn's solution

2480.
2123G
Modular Sorting · Tutorial
Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
AlRntn's solution

2481.
1811F
Is It Flower? · Tutorial
Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
AlRntn's solution

2482.
1433G
Reducing Delivery Cost · Tutorial
Quality: 5,116 global accepts · Rating: 2100 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
AlRntn's solution

2483.
1876C
Autosynthesis · Tutorial
Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
AlRntn's solution

2484.
1900E
Transitive Graph · Tutorial
Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
AlRntn's solution

2485.
1771D
Hossam and (sub-)palindromic tree · Tutorial
Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
AlRntn's solution

2486.
1761D
Carry Bit · Tutorial
Quality: 2,767 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
AlRntn's solution

2487.
2115B
Gellyfish and Camellia Japonica · Tutorial
Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
AlRntn's solution

2488.
1810E
Monsters · Tutorial
Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
AlRntn's solution

2489.
1551D2
Domino (hard version) · Tutorial
Quality: 2,990 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

2490.
343D
Water Tree · Tutorial
Quality: 6,849 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
AlRntn's solution

2491.
455C
Civilization · Tutorial
Quality: 6,466 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

AlRntn's solution

2492.
1343E
Weights Distributing · Tutorial
Quality: 5,739 global accepts · Rating: 2100 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
AlRntn's solution

2493.
1538G
Gift Set · Tutorial
Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
AlRntn's solution

2494.
1914G1
Light Bulbs (Easy Version) · Tutorial
Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
AlRntn's solution

2495.
1450C1
Errich-Tac-Toe (Easy Version) · Tutorial
Quality: 5,915 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

2496.
1884D
Counting Rhyme · Tutorial
Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
AlRntn's solution

2497.
208E
Blood Cousins · Tutorial
Quality: 8,922 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
AlRntn's solution

2498.
802D1
Marmots (easy) · Tutorial
Quality: 554 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math
AlRntn's solution

2499.
1560F2
Nearest Beautiful Number (hard version) · Tutorial
Quality: 4,970 global accepts · Rating: 2100 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
AlRntn's solution

2500.
1555E
Boring Segments · Tutorial
Quality: 4,527 global accepts · Rating: 2100 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
AlRntn's solution

2501.
1948E
Clique Partition · Tutorial
Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, implementation
AIRntn's solution

2502.
1433F
Zero Remainder Sum · Tutorial
Quality: 6,748 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
AIRntn's solution

2503.
519E
A and B and Lecture Rooms · Tutorial
Quality: 8,356 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
AIRntn's solution

2504.
484B
Maximum Value · Tutorial
Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
AIRntn's solution

2505.
1363D
Guess The Maximums · Tutorial
Quality: 4,414 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
AIRntn's solution

2506.
734E
Anton and Tree · Tutorial
Quality: 5,237 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AIRntn's solution

2507.
1628D1
Game on Sum (Easy Version) · Tutorial
Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
AIRntn's solution

2508.
1975E
Chain Queries · Tutorial
Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
AIRntn's solution

2509.
474F
Ant colony · Tutorial
Quality: 11,596 global accepts · Rating: 2100 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
AIRntn's solution

2510.
1370E
Binary Subsequence Rotation · Tutorial
Quality: 5,220 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
AIRntn's solution

2511.
2107D
Apple Tree Traversing · Tutorial
Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy,

implementation, trees
AlRntn's solution

2512.
1790F
Timofey and Black-White Tree · Tutorial
Quality: 3,999 global accepts · Rating: 2100 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
AlRntn's solution

2513.
1278D
Segment Tree · Tutorial
Quality: 4,329 global accepts · Rating: 2100 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
AlRntn's solution

2514.
1614D1
Divan and Kostomuksha (easy version) · Tutorial
Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
AlRntn's solution

2515.
1599H
Hidden Fortress · Tutorial
Quality: 1,276 global accepts · Rating: 2100 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
AlRntn's solution

2516.
1185G1
Playlist for Polycarp (easy version) · Tutorial
Quality: 3,198 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
AlRntn's solution

2517.
2037F
Ardent Flames · Tutorial
Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
AlRntn's solution

2518.
1775E
The Human Equation · Tutorial
Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

2519.
1354E
Graph Coloring · Tutorial
Quality: 3,725 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
AlRntn's solution

2520.
1553E
Permutation Shift · Tutorial
Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
AlRntn's solution

2521.
1971H
±1 · Tutorial
Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs
AlRntn's solution

2522.
2004E
Not a Nim Problem · Tutorial
Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory
AlRntn's solution

2523.
771C
Bear and Tree Jumps · Tutorial
Quality: 3,552 global accepts · Rating: 2100 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2524.
2046C
Adventurers · Tutorial
Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
AlRntn's solution

2525.
1025D
Recovering BST · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
AlRntn's solution

2526.
1217D
Coloring Edges · Tutorial
Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
AlRntn's solution

2527.
1499D
The Number of Pairs · Tutorial
Quality: 7,041 global accepts · Rating: 2100 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
AlRntn's solution

2528.
1000E
We Need More Bosses · Tutorial
Quality: 6,506 global accepts · Rating: 2100 · first AC: 2024-09-08 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

2529.
1409F
Subsequences of Length Two · Tutorial
Quality: 5,120 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
AlRntn's solution

2530.
1029E
Tree with Small Distances · Tutorial
Quality: 3,416 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
AlRntn's solution

2531.
1271E
Common Number · Tutorial
Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
AlRntn's solution

2532.
1117D
Magic Gems · Tutorial
Quality: 5,215 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
AlRntn's solution

2533.
2092E
She knows... · Tutorial
Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
AlRntn's solution

2534.
1364D
Ehab's Last Corollary · Tutorial
Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-08-23 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
AlRntn's solution

2535.
1006F
Xor-Paths · Tutorial
Quality: 6,888 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
AlRntn's solution

2536.
1472G
Moving to the Capital · Tutorial
Quality: 5,644 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
AlRntn's solution

2537.
1108F
MST Unification · Tutorial
Quality: 3,572 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy
AlRntn's solution

2538.
2074G
Game With Triangles: Season 2 · Tutorial
Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
AlRntn's solution

2539.
1077F2
Pictures with Kittens (hard version) · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
AlRntn's solution

2540.
1187E
Tree Painting · Tutorial
Quality: 11,282 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2541.
2051G
Snakes · Tutorial
Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs
AlRntn's solution

2542.
2008H
Sakurako's Test · Tutorial
Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory
AlRntn's solution

2543.
1934D1
XOR Break --- Solo Version · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
AlRntn's solution

2544.
2061F1
Kevin and Binary String (Easy Version) · Tutorial
Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
AlRntn's solution

2545.
2044H
Hard Demon Problem · Tutorial
Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
AlRntn's solution

2546.
2040E
Control of Randomness · Tutorial
Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
AlRntn's solution

2547.
1856D
More Wrong · Tutorial
Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
AlRntn's solution

2548.
920E
Connected Components? · Tutorial
Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
AlRntn's solution

2549.
766E
Mahmoud and a xor trip · Tutorial
Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
AlRntn's solution

2550.
2031E
Penchick and Chloe's Trees · Tutorial
Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
AlRntn's solution

2551.
1762D
GCD Queries · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

AlRntn's solution

2552.
2029E
Common Generator · Tutorial
Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
AlRntn's solution

2553.
2005E1
Subtangle Game (Easy Version) · Tutorial
Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
AlRntn's solution

2554.
2000G
Call During the Journey · Tutorial
Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
AlRntn's solution

2555.
796D
Police Stations · Tutorial
Quality: 7,190 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
AlRntn's solution

2556.
2209E
A Trivial String Problem · Tutorial
Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
AlRntn's solution

2557.
2215C
Oriented Journey · Tutorial
Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
AlRntn's solution

2558.
2208D2
Tree Orientation (Hard Version) · Tutorial
Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
AlRntn's solution

2559.
1970E3
Trails (Hard) · Tutorial
Quality: 1,177 global accepts · Rating: 2200 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
AlRntn's solution

2560.
2200G
Operation Permutation · Tutorial
Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
AlRntn's solution

2561.
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
AIRntn's solution

2562.
628D
Magic Numbers · Tutorial
Quality: 8,281 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp
AIRntn's solution

2563.
2189D2
Little String (Hard Version) · Tutorial
Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
AIRntn's solution

2564.
932D
Tree · Tutorial
Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees
AIRntn's solution

2565.
690C3
Brain Network (hard) · Tutorial
Quality: 1,010 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: trees
AIRntn's solution

2566.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
AIRntn's solution

2567.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
AIRntn's solution

2568.
2179G
Blackslex and Penguin Migration · Tutorial
Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
AIRntn's solution

2569.
2179H
Blackslex and Plants · Tutorial
Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
AIRntn's solution

2570.
2173E
Shiro's Mirror Duel · Tutorial
Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
AIRntn's solution

2571.
2170D
Almost Roman · Tutorial
Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

AlRntn's solution

2572.
1027D
Ring Road 2 · Tutorial
Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
AlRntn's solution

2573.
1730D
Prefixes and Suffixes · Tutorial
Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers
AlRntn's solution

2574.
1736D
Equal Binary Subsequences · Tutorial
Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
AlRntn's solution

2575.
420D
Cup Trick · Tutorial
Quality: 999 global accepts · Rating: 2200 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

2576.
1579G
Minimal Coverage · Tutorial
Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

2577.
1477C
Nezzar and Nice Beatmap · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
AlRntn's solution

2578.
1425E
Excitation of Atoms · Tutorial
Quality: 1,013 global accepts · Rating: 2200 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
AlRntn's solution

2579.
1272F
Two Bracket Sequences · Tutorial
Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers
AlRntn's solution

2580.
1607H
Banquet Preparations 2 · Tutorial
Quality: 1,427 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
AlRntn's solution

2581.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

2582.
2030E
MEXimize the Score · Tutorial
Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
AlRntn's solution

2583.
1860D
Balanced String · Tutorial
Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

2584.
1789D
Serval and Shift-Shift-Shift · Tutorial
Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
AlRntn's solution

2585.
1996G
Penacony · Tutorial
Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
AlRntn's solution

2586.
1328F
Make k Equal · Tutorial
Quality: 3,525 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

2587.
1336C
Kaavi and Magic Spell · Tutorial
Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
AlRntn's solution

2588.
1498E
Two Houses · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
AlRntn's solution

2589.
1840F
Railguns · Tutorial
Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
AlRntn's solution

2590.
1784C
Monsters (hard version) · Tutorial
Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

2591.
1765H
Hospital Queue · Tutorial
Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation
AlRntn's solution

2592.
1373E
Sum of Digits · Tutorial
Quality: 2,952 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
AlRntn's solution

2593.
1485D
Multiples and Power Differences · Tutorial
Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
AlRntn's solution

2594.
1353F
Decreasing Heights · Tutorial
Quality: 3,613 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
AlRntn's solution

2595.
1562D2
Two Hundred Twenty One (hard version) · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
AlRntn's solution

2596.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
AlRntn's solution

2597.
1906H
Twin Friends · Tutorial
Quality: 1,088 global accepts · Rating: 2200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2598.
1166D
Cute Sequences · Tutorial
Quality: 2,285 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
AlRntn's solution

2599.
1227F1
Wrong Answer on test 233 (Easy Version) · Tutorial
Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

2600.
2156F1
Strange Operation (Easy Version) · Tutorial
Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
AlRntn's solution

2601.
1216E2
Numerical Sequence (hard version) · Tutorial
Quality: 1,652 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
AlRntn's solution

2602.
1225E
Rock Is Push · Tutorial
Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
AlRntn's solution

2603.
1985H2
Maximize the Largest Component (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
AlRntn's solution

2604.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math
AlRntn's solution

2605.
1428E
Carrots for Rabbits · Tutorial
Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
AlRntn's solution

2606.
1437E
Make It Increasing · Tutorial
Quality: 3,927 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
AlRntn's solution

2607.
1438D
Powerful Ksenia · Tutorial
Quality: 4,545 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
AlRntn's solution

2608.
1474D
Cleaning · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
AlRntn's solution

2609.
1468H
K and Medians · Tutorial
Quality: 1,996 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

2610.
1468A
LaIS · Tutorial
Quality: 1,946 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2611.
1926F
Vlad and Avoiding X · Tutorial
Quality: 2,093 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
AlRntn's solution

2612.
1772G
Gaining Rating · Tutorial
Quality: 1,605 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
AlRntn's solution

2613.
1909F1
Small Permutation Problem (Easy Version) · Tutorial
Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
AlRntn's solution

2614.
1993D
Med-imize · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
AlRntn's solution

2615.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2616.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
AlRntn's solution

2617.
1520F2
Guess the K-th Zero (Hard version) · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
AlRntn's solution

2618.
2155E
Mimo & Yuyu · Tutorial
Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
AlRntn's solution

2619.
1918E
ace5 and Task Order · Tutorial
Quality: 2,062 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
AlRntn's solution

2620.
2000H
Ksyusha and the Loaded Set · Tutorial
Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
AlRntn's solution

2621.
1912E
Evaluate It and Back Again · Tutorial
Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
AlRntn's solution

2622.
1666I
Interactive Treasure Hunt · Tutorial
Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
AlRntn's solution

2623.
1921G
Mischievous Shooter · Tutorial
Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
AlRntn's solution

2624.
1954E
Chain Reaction · Tutorial
Quality: 2,972 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
AlRntn's solution

2625.
1811G2
Vlad and the Nice Paths (hard version) · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
AlRntn's solution

2626.
1997E
Level Up · Tutorial
Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
AlRntn's solution

2627.
2014G
Milky Days · Tutorial
Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
AlRntn's solution

2628.
2065H
Bro Thinks He's Him · Tutorial
Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
AlRntn's solution

2629.
1650F
Vitaly and Advanced Useless Algorithms · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
AlRntn's solution

2630.
2101C
23 Kingdom · Tutorial
Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
AlRntn's solution

2631.
1741G
Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, flows, graphs, shortest paths
AlRntn's solution

2632.
1800G
Symmetree · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
AlRntn's solution

2633.
2113D
Cheater · Tutorial
Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
AlRntn's solution

2634.
2143D2
Inversion Graph Coloring (Hard Version) · Tutorial
Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
AlRntn's solution

2635.
76A
Gift · Tutorial
Quality: 2,263 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees
AlRntn's solution

2636.
2144E1
Looking at Towers (easy version) · Tutorial
Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2637.
183C
Cyclic Coloring · Tutorial
Quality: 727 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
AlRntn's solution

2638.
1234F
Yet Another Substring Reverse · Tutorial
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
AlRntn's solution

2639.
2140E1
Prime Gaming (Easy Version) · Tutorial
Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
AlRntn's solution

2640.
2137G
Cry Me a River · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
AlRntn's solution

2641.
369E
Valera and Queries · Tutorial
Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
AlRntn's solution

2642.
590C
Three States · Tutorial
Quality: 3,553 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
AlRntn's solution

2643.
165E
Compatible Numbers · Tutorial
Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
AlRntn's solution

2644.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

2645.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

2646.
2018D
Max Plus Min Plus Size · Tutorial
Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
AlRntn's solution

2647.
2073G
Corrupted File · Tutorial
Quality: 925 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
AlRntn's solution

2648.
1045D
Interstellar battle · Tutorial
Quality: 856 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees
AlRntn's solution

2649.
980E
The Number Games · Tutorial
Quality: 2,117 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
AlRntn's solution

2650.
1535E
Gold Transfer · Tutorial
Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
AlRntn's solution

2651.
1998E1
Eliminating Balls With Merging (Easy Version) · Tutorial
Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
AlRntn's solution

2652.
2070E
Game with Binary String · Tutorial
Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
AlRntn's solution

2653.
1822G2
Magic Triples (Hard Version) · Tutorial
Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
AlRntn's solution

2654.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
AlRntn's solution

2655.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,220 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
AlRntn's solution

2656.
1666F
Fancy Stack · Tutorial
Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
AlRntn's solution

2657.
1154G
Minimum Possible LCM · Tutorial
Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

2658.
2025E
Card Game · Tutorial
Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
AlRntn's solution

2659.
1907G
Lights · Tutorial
Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
AlRntn's solution

2660.
1808E1
Minibuses on Venus (easy version) · Tutorial
Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
AlRntn's solution

2661.
1526D
Kill Anton · Tutorial
Quality: 2,799 global accepts · Rating: 2200 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
AlRntn's solution

2662.
1630C
Paint the Middle · Tutorial
Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
AlRntn's solution

2663.
85C
Petya and Tree · Tutorial
Quality: 618 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees
AlRntn's solution

2664.
1551F
Equidistant Vertices · Tutorial
Quality: 2,179 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
AlRntn's solution

2665.
1837E
Playoff Fixing · Tutorial
Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees
AlRntn's solution

2666.
1806E
Tree Master · Tutorial
Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
AlRntn's solution

2667.
1840G1
In Search of Truth (Easy Version) · Tutorial
Quality: 2,796 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
AlRntn's solution

2668.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
AlRntn's solution

2669.
1848D
Vika and Bonuses · Tutorial
Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
AlRntn's solution

2670.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
AlRntn's solution

2671.
1615D
X(or)-mas Tree · Tutorial
Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
AlRntn's solution

2672.
1815C
Between · Tutorial
Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
AlRntn's solution

2673.
1196F
K-th Path · Tutorial
Quality: 3,162 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
AlRntn's solution

2674.
1467D
Sum of Paths · Tutorial
Quality: 3,995 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2675.
301D
Yaroslav and Divisors · Tutorial
Quality: 3,022 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures
AlRntn's solution

2676.
570D
Tree Requests · Tutorial
Quality: 9,042 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
AlRntn's solution

2677.
1399E2
Weights Division (hard version) · Tutorial
Quality: 2,524 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
AlRntn's solution

2678.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
AlRntn's solution

2679.
1659E
AND-MEX Walk · Tutorial
Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
AlRntn's solution

2680.
1777E
Edge Reverse · Tutorial
Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
AlRntn's solution

2681.
1855D
Earn or Unlock · Tutorial
Rating: 2200 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
AlRntn's solution

2682.
1854B
Earn or Unlock · Tutorial
Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
AlRntn's solution

2683.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
AlRntn's solution

2684.
2089C1
Key of Like (Easy Version) · Tutorial
Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
AlRntn's solution

2685.
2112E
Tree Colorings · Tutorial
Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
AlRntn's solution

2686.
2118D2
Red Light, Green Light (Hard version) · Tutorial
Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
AlRntn's solution

2687.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
AlRntn's solution

2688.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

2689.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
AlRntn's solution

2690.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
AlRntn's solution

2691.
1788E
Sum Over Zero · Tutorial
Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
AlRntn's solution

2692.
1175E
Minimal Segment Cover · Tutorial
Quality: 4,540 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
AlRntn's solution

2693.
1283F
DIY Garland · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
AlRntn's solution

2694.
1627E
Not Escaping · Tutorial
Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
AlRntn's solution

2695.
1657E
Star MST · Tutorial
Quality: 2,491 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
AlRntn's solution

2696.
1593G
Changing Brackets · Tutorial
Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
AlRntn's solution

2697.
1227E
Arson In Berland Forest · Tutorial
Quality: 1,641 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
AlRntn's solution

2698.
2126G1
Big Wins! (easy version) · Tutorial
Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
AlRntn's solution

2699.
592D
Super M · Tutorial
Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

2700.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
AlRntn's solution

2701.
1970G2
Min-Fund Prison (Medium) · Tutorial
Quality: 877 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
AlRntn's solution

2702.
1986G1
Permutation Problem (Simple Version) · Tutorial
Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
AlRntn's solution

2703.
1114E
Arithmetic Progression · Tutorial
Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
AlRntn's solution

2704.
2108D
Needle in a Numstack · Tutorial
Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive
AlRntn's solution

2705.
1949F
Dating · Tutorial
Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
AlRntn's solution

2706.
1763E
Node Pairs · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory
AlRntn's solution

2707.
1327D
Infinite Path · Tutorial
Quality: 3,549 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
AlRntn's solution

2708.
1470D
Strange Housing · Tutorial
Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-04-22 · last AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
AlRntn's solution

2709.
2009G2
Yunli's Subarray Queries (hard version) · Tutorial
Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
AlRntn's solution

2710.
809B
Glad to see you! · Tutorial
Quality: 1,777 global accepts · Rating: 2200 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
AlRntn's solution

2711.
1991F
Triangle Formation · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
AlRntn's solution

2712.
2114G
Build an Array · Tutorial
Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
AlRntn's solution

2713.
1156D
0-1-Tree · Tutorial
Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
AlRntn's solution

2714.
1249F
Maximum Weight Subset · Tutorial
Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
AlRntn's solution

2715.
1039C
Network Safety · Tutorial
Quality: 1,492 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
AlRntn's solution

2716.
2106G1
Baudelaire (easy version) · Tutorial
Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
AlRntn's solution

2717.
1622E
Math Test · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
AlRntn's solution

2718.
1220E
Tourism · Tutorial
Quality: 3,004 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
AlRntn's solution

2719.
1168C
And Reachability · Tutorial
Quality: 2,733 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
AlRntn's solution

2720.
1656E
Equal Tree Sums · Tutorial
Quality: 3,861 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
AlRntn's solution

2721.
1238F
The Maximum Subtree · Tutorial
Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
AlRntn's solution

2722.
1486E
Paired Payment · Tutorial
Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
AlRntn's solution

2723.
2085E
Serval and Modulo · Tutorial
Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
AlRntn's solution

2724.
1215E
Marbles · Tutorial
Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
AlRntn's solution

2725.
1515E
Phoenix and Computers · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2726.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
AlRntn's solution

2727.
2072G
I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial
Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
AlRntn's solution

2728.
486E
LIS of Sequence · Tutorial
Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
AlRntn's solution

2729.
2060F
Multiplicative Arrays · Tutorial
Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
AlRntn's solution

2730.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
AlRntn's solution

2731.
2056D
Unique Median · Tutorial
Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
AlRntn's solution

2732.
768D
Jon and Orbs · Tutorial
Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
AlRntn's solution

2733.
2034E
Permutations Harmony · Tutorial
Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
AlRntn's solution

2734.
618D
Hamiltonian Spanning Tree · Tutorial
Quality: 1,895 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
AlRntn's solution

2735.
2033G
Sakurako and Chefir · Tutorial
Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
AlRntn's solution

2736.
2036G
Library of Magic · Tutorial
Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
AlRntn's solution

2737.
2013E
Prefix GCD · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
AlRntn's solution

2738.
1092D2
Great Vova Wall (Version 2) · Tutorial
Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
AlRntn's solution

2739.
1092D1
Great Vova Wall (Version 1) · Tutorial
Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
AlRntn's solution

2740.
52C
Circular RMQ · Tutorial
Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

2741.
802G3
Fake News (hard) · Tutorial
Quality: 1,838 global accepts · Rating: 2300 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures
AlRntn's solution

2742.
2217F
Interval Game · Tutorial
Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
AlRntn's solution

2743.
2077C
Binary Subsequence Value Sum · Tutorial
Quality: 2,379 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
AlRntn's solution

2744.
1073E
Segment Sum · Tutorial
Quality: 3,574 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
AlRntn's solution

2745.
1244F
Chips · Tutorial
Quality: 1,633 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
AlRntn's solution

2746.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,515 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2747.
1681F
Unique Occurrences · Tutorial
Quality: 2,323 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
AlRntn's solution

2748.
2172L
Maximum Color Segment · Tutorial
Quality: 802 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
AlRntn's solution

2749.
1239C
Queue in the Train · Tutorial
Quality: 1,810 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
AlRntn's solution

2750.
2182F1
Christmas Reindeer (easy version) · Tutorial
Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
AlRntn's solution

2751.
2187C
Jerry and Tom · Tutorial
Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
AlRntn's solution

2752.
2195G
Idiot First Search and Queries · Tutorial
Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees
AlRntn's solution

2753.
1534E
Lost Array · Tutorial
Quality: 2,078 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
AlRntn's solution

2754.
786B
Legacy · Tutorial
Quality: 8,020 global accepts · Rating: 2300 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
AlRntn's solution

2755.
2194F1
Again Trees... (Easy Version) · Tutorial
Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
AlRntn's solution

2756.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,742 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
AlRntn's solution

2757.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
AlRntn's solution

2758.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,460 global accepts · Rating: 2300 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
AlRntn's solution

2759.
2180E
No Effect XOR · Tutorial
Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
AlRntn's solution

2760.
1251E1
Voting (Easy Version) · Tutorial
Quality: 2,587 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
AlRntn's solution

2761.
2190C
Comparable Permutations · Tutorial
Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
AlRntn's solution

2762.
1494D
Dogeforces · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
AlRntn's solution

2763.
1584E
Game with Stones · Tutorial
Quality: 1,470 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy
AlRntn's solution

2764.
1575B
Building an Amusement Park · Tutorial
Quality: 538 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
AlRntn's solution

2765.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
AlRntn's solution

2766.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
AlRntn's solution

2767.
2068A
Condorcet Elections · Tutorial
Quality: 997 global accepts · Rating: 2300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
AlRntn's solution

2768.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

2769.
1932G
Moving Platforms · Tutorial
Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
AlRntn's solution

2770.
2164E
Journey · Tutorial
Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
AlRntn's solution

2771.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

AlRntn's solution

2772.
2181J
Jinx or Jackpot · Tutorial
Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities
AlRntn's solution

2773.
1698E
PermutationForces II · Tutorial
Quality: 1,789 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
AlRntn's solution

2774.
1282D
Enchanted Artifact · Tutorial
Quality: 2,375 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
AlRntn's solution

2775.
1495C
Garden of the Sun · Tutorial
Quality: 2,905 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
AlRntn's solution

2776.
1450C2
Errich-Tac-Toe (Hard Version) · Tutorial
Quality: 4,178 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

2777.
2079C
Dreaming Is Not Harmful · Tutorial
Quality: 222 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
AlRntn's solution

2778.
1834E
MEX of LCM · Tutorial
Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-12-26 · last AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
AlRntn's solution

2779.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers
AlRntn's solution

2780.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
AlRntn's solution

2781.
718C
Sasha and Array · Tutorial
Quality: 4,619 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
AlRntn's solution

2782.
1768E
Partial Sorting · Tutorial
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

2783.
1254C
Point Ordering · Tutorial
Quality: 1,595 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
AlRntn's solution

2784.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
AlRntn's solution

2785.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
AlRntn's solution

2786.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
AlRntn's solution

2787.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities
AlRntn's solution

2788.
510E
Fox And Dinner · Tutorial
Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: flows
AlRntn's solution

2789.
558E
A Simple Task · Tutorial
Quality: 7,402 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings
AlRntn's solution

2790.
1783E
Game of the Year · Tutorial
Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
AlRntn's solution

2791.
1408F
Two Different · Tutorial
Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
AlRntn's solution

2792.
2041H
Sheet Music · Tutorial
Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2793.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
AlRntn's solution

2794.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
AlRntn's solution

2795.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
AlRntn's solution

2796.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
AlRntn's solution

2797.
1691E
Number of Groups · Tutorial
Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
AlRntn's solution

2798.
1916E
Happy Life in University · Tutorial
Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
AlRntn's solution

2799.
888G
Xor-MST · Tutorial
Quality: 5,859 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
AlRntn's solution

2800.
1728E
Red-Black Pepper · Tutorial
Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
AlRntn's solution

2801.
1912J
Joy of Pokémon Observation · Tutorial
Quality: 730 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

2802.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
AlRntn's solution

2803.
2147E
Maximum OR Popcount · Tutorial
Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
AlRntn's solution

2804.
2172J
Sliding Tiles · Tutorial
Quality: 562 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
AlRntn's solution

2805.
1451E2
Bitwise Queries (Hard Version) · Tutorial
Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
AlRntn's solution

2806.
1575I
Illusions of the Desert · Tutorial
Quality: 1,020 global accepts · Rating: 2300 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
AlRntn's solution

2807.
1385F
Removing Leaves · Tutorial
Quality: 2,821 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees
AlRntn's solution

2808.
1385G
Columns Swaps · Tutorial
Quality: 1,818 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
AlRntn's solution

2809.
1814E
Chain Chips · Tutorial
Quality: 1,717 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
AlRntn's solution

2810.
1805E
There Should Be a Lot of Maximums · Tutorial
Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
AlRntn's solution

2811.
708C
Centroids · Tutorial
Quality: 4,361 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
AlRntn's solution

2812.
1252B
Cleaning Robots · Tutorial
Quality: 585 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AlRntn's solution

2813.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
AlRntn's solution

2814.
1594E2
Rubik's Cube Coloring (hard version) · Tutorial
Quality: 1,612 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees
AlRntn's solution

2815.
2120E
Lanes of Cars · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search
AlRntn's solution

2816.
935E
Fafa and Ancient Mathematics · Tutorial
Quality: 979 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

2817.
1849E
Max to the Right of Min · Tutorial
Quality: 2,182 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
AlRntn's solution

2818.
1843F2
Omsk Metro (hard version) · Tutorial
Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
AlRntn's solution

2819.
1970F3
Playing Quidditch (Hard) · Tutorial
Quality: 535 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

2820.
1970F2
Playing Quidditch (Medium) · Tutorial
Quality: 514 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

2821.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
AlRntn's solution

2822.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
AlRntn's solution

2823.
1411E
Poman Numbers · Tutorial
Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings
AlRntn's solution

2824.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
AlRntn's solution

2825.
1970B3
Exact Neighbours (Hard) · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

2826.
2069E
A, B, AB and BA · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
AlRntn's solution

2827.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
AlRntn's solution

2828.
2107F1
Cycling (Easy Version) · Tutorial
Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
AlRntn's solution

2829.
1675G
Sorting Pancakes · Tutorial
Quality: 2,123 global accepts · Rating: 2300 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

2830.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2831.
1970F1
Playing Quidditch (Easy) · Tutorial
Quality: 633 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation
AlRntn's solution

2832.
1797E
Li Hua and Array · Tutorial

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
AIRntn's solution

2833.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
AIRntn's solution

2834.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
AIRntn's solution

2835.
509F
Progress Monitoring · Tutorial
Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AIRntn's solution

2836.
901C
Bipartite Segments · Tutorial
Quality: 1,298 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
AIRntn's solution

2837.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
AIRntn's solution

2838.
584E
Anton and Ira · Tutorial
Quality: 1,491 global accepts · Rating: 2300 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AIRntn's solution

2839.
1927G
Paint Charges · Tutorial
Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
AIRntn's solution

2840.
2002E
Cosmic Rays · Tutorial
Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
AIRntn's solution

2841.
1798E
Multitest Generator · Tutorial
Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
AIRntn's solution

2842.
1989E
Distance to Different · Tutorial

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2843.
1977D
XORificator · Tutorial
Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
AlRntn's solution

2844.
2159C
Twin Polynomials · Tutorial
Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
AlRntn's solution

2845.
1980G
Yasya and the Mysterious Tree · Tutorial
Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
AlRntn's solution

2846.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
AlRntn's solution

2847.
1878G
wxhtzdy ORO Tree · Tutorial
Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
AlRntn's solution

2848.
1268C
K Integers · Tutorial
Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
AlRntn's solution

2849.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
AlRntn's solution

2850.
2121H
Ice Baby · Tutorial
Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
AlRntn's solution

2851.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
AlRntn's solution

2852.
1228E
Another Filling the Grid · Tutorial

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2853.
1167F
Scalar Queries · Tutorial
Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings
AlRntn's solution

2854.
2146E
Yet Another MEX Problem · Tutorial
Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
AlRntn's solution

2855.
160D
Edges in MST · Tutorial
Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-06-11 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
AlRntn's solution

2856.
858F
Wizard's Tour · Tutorial
Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
AlRntn's solution

2857.
2134E
Power Boxes · Tutorial
Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
AlRntn's solution

2858.
960E
Alternating Tree · Tutorial
Quality: 2,271 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
AlRntn's solution

2859.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
AlRntn's solution

2860.
2134D
Sliding Tree · Tutorial
Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
AlRntn's solution

2861.
1380E
Merging Towers · Tutorial
Quality: 2,409 global accepts · Rating: 2300 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
AlRntn's solution

2862.
1453E
Dog Snacks · Tutorial
Quality: 2,225 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
AlRntn's solution

2863.
1009F
Dominant Indices · Tutorial
Quality: 7,753 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
AlRntn's solution

2864.
1943C
Tree Compass · Tutorial
Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
AlRntn's solution

2865.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
AlRntn's solution

2866.
294E
Shaass the Great · Tutorial
Quality: 1,114 global accepts · Rating: 2300 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
AlRntn's solution

2867.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
AlRntn's solution

2868.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
AlRntn's solution

2869.
543D
Road Improvement · Tutorial
Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
AlRntn's solution

2870.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
AlRntn's solution

2871.
2080C
Card Flip · Tutorial
Quality: 204 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special
AlRntn's solution

2872.
2110E
Melody · Tutorial
Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
AlRntn's solution

2873.
600E
Lomsat gelral · Tutorial
Quality: 18,405 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
AlRntn's solution

2874.
2097B
Baggage Claim · Tutorial
Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
AlRntn's solution

2875.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
AlRntn's solution

2876.
2066C
Bitwise Slides · Tutorial
Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
AlRntn's solution

2877.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
AlRntn's solution

2878.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
AlRntn's solution

2879.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math
AlRntn's solution

2880.
2028E
Alice's Adventures in the Rabbit Hole · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
AlRntn's solution

2881.
2021E1
Digital Village (Easy Version) · Tutorial
Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

AlRntn's solution

2882.
732F
Tourist Reform · Tutorial
Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
AlRntn's solution

2883.
1608D
Dominoes · Tutorial
Quality: 1,558 global accepts · Rating: 2400 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
AlRntn's solution

2884.
1743E
FTL · Tutorial
Quality: 1,865 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
AlRntn's solution

2885.
2207E2
N-MEX (Counting Version) · Tutorial
Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
AlRntn's solution

2886.
2211F
Learning Binary Search · Tutorial
Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
AlRntn's solution

2887.
1780G
Delicious Dessert · Tutorial
Quality: 994 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
AlRntn's solution

2888.
1792E
Divisors and Table · Tutorial
Quality: 1,597 global accepts · Rating: 2400 · first AC: 2026-04-12 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
AlRntn's solution

2889.
733E
Sleep in Class · Tutorial
Quality: 1,065 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
AlRntn's solution

2890.
990G
GCD Counting · Tutorial
Quality: 2,306 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
AlRntn's solution

2891.
2176F
Omega Numbers · Tutorial

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
AlRntn's solution

2892.
1450F
The Struggling Contestant · Tutorial
Quality: 1,466 global accepts · Rating: 2400 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

2893.
1205C
Palindromic Paths · Tutorial
Quality: 1,263 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive
AlRntn's solution

2894.
2038D
Divide OR Conquer · Tutorial
Quality: 856 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
AlRntn's solution

2895.
1436E
Complicated Computations · Tutorial
Quality: 2,674 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
AlRntn's solution

2896.
1089K
King Kog's Reception · Tutorial
Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

2897.
1585F
Non-equal Neighbours · Tutorial
Quality: 1,680 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2898.
1401F
Reverse and Swap · Tutorial
Quality: 1,953 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures
AlRntn's solution

2899.
452E
Three strings · Tutorial
Quality: 1,199 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings
AlRntn's solution

2900.
914E
Palindromes in a Tree · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
AlRntn's solution

2901.
1098C
Construct a tree · Tutorial

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
AlRntn's solution

2902.
873F
Forbidden Indices · Tutorial
Quality: 1,862 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings
AlRntn's solution

2903.
1333E
Road to 1600 · Tutorial
Quality: 1,811 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
AlRntn's solution

2904.
342E
Xenia and Tree · Tutorial
Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-03-30 · last AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
AlRntn's solution

2905.
1221F
Choose a Square · Tutorial
Quality: 1,237 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
AlRntn's solution

2906.
1227F2
Wrong Answer on test 233 (Hard Version) · Tutorial
Quality: 1,920 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
AlRntn's solution

2907.
1264C
Beautiful Mirrors with queries · Tutorial
Quality: 1,322 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
AlRntn's solution

2908.
2205F
Simons and Reconstructing His Roads · Tutorial
Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
AlRntn's solution

2909.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
AlRntn's solution

2910.
1028E
Restore Array · Tutorial
Quality: 1,202 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

2911.
2195H
Codeforces Heuristic Contest 001 · Tutorial
Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, implementation
AlRntn's solution

2912.
1725L
Lemper Cooking Competition · Tutorial
Quality: 1,097 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
AlRntn's solution

2913.
1981D
Turtle and Multiplication · Tutorial
Quality: 2,127 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
AlRntn's solution

2914.
1260E
Tournament · Tutorial
Quality: 1,890 global accepts · Rating: 2400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
AlRntn's solution

2915.
1257F
Make Them Similar · Tutorial
Quality: 2,315 global accepts · Rating: 2400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
AlRntn's solution

2916.
1485F
Copy or Prefix Sum · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
AlRntn's solution

2917.
1374F
Cyclic Shifts Sorting · Tutorial
Quality: 1,398 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
AlRntn's solution

2918.
1373F
Network Coverage · Tutorial
Quality: 1,878 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
AlRntn's solution

2919.
1244G
Running in Pairs · Tutorial
Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
AlRntn's solution

2920.
2126G2
Big Wins! (hard version) · Tutorial
Quality: 1,162 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
AlRntn's solution

2921.
1852C
Ina of the Mountain · Tutorial

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
AIRntn's solution

2922.
1973D
Cat, Fox and Maximum Array Split · Tutorial
Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
AIRntn's solution

2923.
2032E
Balanced · Tutorial
Quality: 1,400 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
AIRntn's solution

2924.
1369E
DeadLee · Tutorial
Quality: 2,454 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
AIRntn's solution

2925.
1830C
Hyperregular Bracket Strings · Tutorial
Quality: 2,189 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
AIRntn's solution

2926.
1761E
Make It Connected · Tutorial
Quality: 2,148 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
AIRntn's solution

2927.
1795F
Blocking Chips · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
AIRntn's solution

2928.
2118E
Grid Coloring · Tutorial
Quality: 1,427 global accepts · Rating: 2400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
AIRntn's solution

2929.
908F
New Year and Rainbow Roads · Tutorial
Quality: 1,608 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation
AIRntn's solution

2930.
1096G
Lucky Tickets · Tutorial
Quality: 1,970 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft
AIRntn's solution

2931.
1237E
Balanced Binary Search Trees · Tutorial

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
AlRntn's solution

2932.
1251E2
Voting (Hard Version) · Tutorial
Quality: 2,951 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
AlRntn's solution

2933.
2193H
Remove the Grail Tree · Tutorial
Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
AlRntn's solution

2934.
1697E
Coloring · Tutorial
Quality: 1,450 global accepts · Rating: 2400 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
AlRntn's solution

2935.
1720D2
Xor-Subsequence (hard version) · Tutorial
Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
AlRntn's solution

2936.
1606D
Red-Blue Matrix · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
AlRntn's solution

2937.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
AlRntn's solution

2938.
1358E
Are You Fired? · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
AlRntn's solution

2939.
1634E
Fair Share · Tutorial
Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
AlRntn's solution

2940.
2181G
Greta's Game · Tutorial
Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math
AlRntn's solution

2941.
1423J
Bubble Cup hypothesis · Tutorial

Quality: 888 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
AlRntn's solution

2942.
1718C
Tonya and Burenka-179 · Tutorial
Quality: 1,860 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory
AlRntn's solution

2943.
1980F2
Field Division (hard version) · Tutorial
Quality: 1,226 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
AlRntn's solution

2944.
916E
Jamie and Tree · Tutorial
Quality: 2,105 global accepts · Rating: 2400 · first AC: 2025-12-01 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
AlRntn's solution

2945.
1174F
Ehab and the Big Finale · Tutorial
Quality: 1,959 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
AlRntn's solution

2946.
1969E
Unique Array · Tutorial
Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
AlRntn's solution

2947.
1924C
Fractal Origami · Tutorial
Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices
AlRntn's solution

2948.
1187D
Subarray Sorting · Tutorial
Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
AlRntn's solution

2949.
1000F
One Occurrence · Tutorial
Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
AlRntn's solution

2950.
1491E
Fib-tree · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
AlRntn's solution

2951.
1879E
Interactive Game with Coloring · Tutorial

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
AlRntn's solution

2952.
1592E
Bored Bakry · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
AlRntn's solution

2953.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
AlRntn's solution

2954.
1709E
XOR Tree · Tutorial
Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
AlRntn's solution

2955.
1887C
Minimum Array · Tutorial
Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
AlRntn's solution

2956.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
AlRntn's solution

2957.
1735E
House Planning · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
AlRntn's solution

2958.
1736C2
Good Subarrays (Hard Version) · Tutorial
Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
AlRntn's solution

2959.
1585E
Frequency Queries · Tutorial
Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

2960.
1326E
Bombs · Tutorial
Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
AlRntn's solution

2961.
1713E
Cross Swapping · Tutorial

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
AlRntn's solution

2962.
1749E
Cactus Wall · Tutorial
Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
AlRntn's solution

2963.
1784D
Wooden Spoon · Tutorial
Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

2964.
1750E
Bracket Cost · Tutorial
Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
AlRntn's solution

2965.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
AlRntn's solution

2966.
1418E
Expected Damage · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities
AlRntn's solution

2967.
1774F1
Magician and Pigs (Easy Version) · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
AlRntn's solution

2968.
2064E
Mycraft Sand Sort · Tutorial
Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
AlRntn's solution

2969.
2052B
BitBitJump · Tutorial
Quality: 449 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

2970.
1957E
Carousel of Combinations · Tutorial
Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
AlRntn's solution

2971.
1764E
Doremy's Number Line · Tutorial
Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
AlRntn's solution

2972.
1912G
Great City Saint Petersburg · Tutorial
Quality: 585 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

2973.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
AlRntn's solution

2974.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

2975.
2073D
Tower of Hanoi · Tutorial
Quality: 563 global accepts · Rating: 2400 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

2976.
1844E
Great Grids · Tutorial
Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-11-27 · last AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
AlRntn's solution

2977.
1938K
Tree Quiz · Tutorial
Quality: 789 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

2978.
1809E
Two Tanks · Tutorial
Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
AlRntn's solution

2979.
1082G
Petya and Graph · Tutorial
Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-11-12 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
AlRntn's solution

2980.
1930E
2..3...4.... Wonderful! Wonderful! · Tutorial
Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2981.
2171H
Shiori Miyagi and Maximum Array Score · Tutorial

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings
AIRntn's solution

2982.
1868C
Travel Plan · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
AIRntn's solution

2983.
1594F
Ideal Farm · Tutorial
Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AIRntn's solution

2984.
2169E
Points Selection · Tutorial
Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
AIRntn's solution

2985.
2086E
Zebra-like Numbers · Tutorial
Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
AIRntn's solution

2986.
1819C
The Fox and the Complete Tree Traversal · Tutorial
Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
AIRntn's solution

2987.
1032F
Vasya and Maximum Matching · Tutorial
Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AIRntn's solution

2988.
1848F
Vika and Wiki · Tutorial
Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
AIRntn's solution

2989.
2063F1
Counting Is Not Fun (Easy Version) · Tutorial
Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
AIRntn's solution

2990.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
AIRntn's solution

2991.
1934D2
XOR Break --- Game Version · Tutorial

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive
AlRntn's solution

2992.
2030F
Orangutan Approved Subarrays · Tutorial
Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
AlRntn's solution

2993.
2066D1
Club of Young Aircraft Builders (easy version) · Tutorial
Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
AlRntn's solution

2994.
2109E
Binary String Wowee · Tutorial
Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
AlRntn's solution

2995.
1970A3
Balanced Unshuffle (Hard) · Tutorial
Quality: 665 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
AlRntn's solution

2996.
1970A2
Balanced Unshuffle (Medium) · Tutorial
Quality: 600 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
AlRntn's solution

2997.
2110F
Faculty · Tutorial
Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
AlRntn's solution

2998.
1542E1
Abnormal Permutation Pairs (easy version) · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
AlRntn's solution

2999.
632E
Thief in a Shop · Tutorial
Quality: 3,550 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
AlRntn's solution

3000.
1777F
Comfortably Numb · Tutorial
Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
AlRntn's solution

3001.
1905E
One-X · Tutorial
Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

math, trees
AIRntn's solution

3002.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
AIRntn's solution

3003.
2001E1
Deterministic Heap (Easy Version) · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
AIRntn's solution

3004.
2060G
Bugged Sort · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
AIRntn's solution

3005.
1499F
Diameter Cuts · Tutorial
Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
AIRntn's solution

3006.
1527D
MEX Tree · Tutorial
Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
AIRntn's solution

3007.
1239D
Catowice City · Tutorial
Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
AIRntn's solution

3008.
2143E
Make Good · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
AIRntn's solution

3009.
484D
Kindergarten · Tutorial
Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
AIRntn's solution

3010.
220E
Little Elephant and Inversions · Tutorial
Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
AIRntn's solution

3011.
1794E
Labeling the Tree with Distances · Tutorial
Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing,

implementation, trees
AlRntn's solution

3012.
1626E
Black and White Tree · Tutorial
Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
AlRntn's solution

3013.
1442C
Graph Transpositions · Tutorial
Quality: 2,004 global accepts · Rating: 2400 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
AlRntn's solution

3014.
1290C
Prefix Enlightenment · Tutorial
Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
AlRntn's solution

3015.
1726E
Almost Perfect · Tutorial
Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
AlRntn's solution

3016.
1059E
Split the Tree · Tutorial
Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
AlRntn's solution

3017.
581F
Zublicanes and Mumocrates · Tutorial
Quality: 1,034 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers
AlRntn's solution

3018.
1093F
Vasya and Array · Tutorial
Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
AlRntn's solution

3019.
1088E
Ehab and a component choosing problem · Tutorial
Quality: 1,616 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
AlRntn's solution

3020.
1027F
Session in BSU · Tutorial
Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
AlRntn's solution

3021.
915F
Imbalance Value of a Tree · Tutorial
Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
AlRntn's solution

3022.
379F
New Year Tree · Tutorial
Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
AlRntn's solution

3023.
2111F
Puzzle · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
AlRntn's solution

3024.
1707C
DFS Trees · Tutorial
Quality: 1,905 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
AlRntn's solution

3025.
911F
Tree Destruction · Tutorial
Quality: 2,273 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
AlRntn's solution

3026.
2096E
Wonderful Teddy Bears · Tutorial
Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
AlRntn's solution

3027.
1370F1
The Hidden Pair (Easy Version) · Tutorial
Quality: 1,784 global accepts · Rating: 2400 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
AlRntn's solution

3028.
1617D2
Too Many Impostors (hard version) · Tutorial
Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math
AlRntn's solution

3029.
375D
Tree and Queries · Tutorial
Quality: 8,916 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
AlRntn's solution

3030.
2049E
Broken Queries · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
AlRntn's solution

3031.
29E
Quarrel · Tutorial
Quality: 1,133 global accepts · Rating: 2400 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

AlRntn's solution

3032.
865D
Buy Low Sell High · Tutorial
Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
AlRntn's solution

3033.
1731F
Function Sum · Tutorial
Quality: 854 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
AlRntn's solution

3034.
1043F
Make It One · Tutorial
Quality: 2,995 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
AlRntn's solution

3035.
1186E
Vus the Cossack and a Field · Tutorial
Quality: 681 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, implementation, math
AlRntn's solution

3036.
1716F
Bags with Balls · Tutorial
Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

3037.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
AlRntn's solution

3038.
1037F
Maximum Reduction · Tutorial
Quality: 1,272 global accepts · Rating: 2500 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
AlRntn's solution

3039.
1673E
Power or XOR? · Tutorial
Quality: 802 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
AlRntn's solution

3040.
1307E
Cow and Treats · Tutorial
Quality: 1,364 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
AlRntn's solution

3041.
1556F
Sports Betting · Tutorial

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
AlRntn's solution

3042.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
AlRntn's solution

3043.
2206B
Subtree Removal Game · Tutorial
Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees
AlRntn's solution

3044.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
AlRntn's solution

3045.
1990E1
Catch the Mole(Easy Version) · Tutorial
Quality: 1,140 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
AlRntn's solution

3046.
2026E
Best Subsequence · Tutorial
Quality: 2,013 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
AlRntn's solution

3047.
2056E
Nested Segments · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
AlRntn's solution

3048.
2059E1
Stop Gaming (Easy Version) · Tutorial
Quality: 886 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
AlRntn's solution

3049.
2029F
Palindrome Everywhere · Tutorial
Quality: 851 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
AlRntn's solution

3050.
1120D
Power Tree · Tutorial
Quality: 1,777 global accepts · Rating: 2500 · first AC: 2026-02-02 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
AlRntn's solution

3051.
1710C
XOR Triangle · Tutorial
Quality: 1,628 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
AlRntn's solution

3052.
825G
Tree Queries · Tutorial
Quality: 1,470 global accepts · Rating: 2500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
AlRntn's solution

3053.
1948F
Rare Coins · Tutorial
Quality: 1,623 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
AlRntn's solution

3054.
712E
Memory and Casinos · Tutorial
Quality: 697 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities
AlRntn's solution

3055.
1973E
Cat, Fox and Swaps · Tutorial
Quality: 993 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
AlRntn's solution

3056.
757E
Bash Plays with Functions · Tutorial
Quality: 1,546 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory
AlRntn's solution

3057.
161E
Polycarpus the Safecracker · Tutorial
Quality: 507 global accepts · Rating: 2500 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
AlRntn's solution

3058.
1073F
Choosing Two Paths · Tutorial
Quality: 593 global accepts · Rating: 2500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

3059.
1174E
Ehab and the Expected GCD Problem · Tutorial
Quality: 1,777 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
AlRntn's solution

3060.
1175F
The Number of Subpermutations · Tutorial
Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
AlRntn's solution

3061.
1187F
Expected Square Beauty · Tutorial
Quality: 1,113 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
AlRntn's solution

3062.
1398F
Controversial Rounds · Tutorial
Quality: 1,392 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
AlRntn's solution

3063.
1585G
Poachers · Tutorial
Quality: 310 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees
AlRntn's solution

3064.
1117F
Crisp String · Tutorial
Quality: 674 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
AlRntn's solution

3065.
1427E
Xum · Tutorial
Quality: 1,632 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
AlRntn's solution

3066.
1368E
Ski Accidents · Tutorial
Quality: 2,363 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
AlRntn's solution

3067.
1665E
MinimizOR · Tutorial
Quality: 1,799 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
AlRntn's solution

3068.
1117G
Recursive Queries · Tutorial
Quality: 913 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

3069.
2201D
Binary Not Search and Queries · Tutorial
Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
AlRntn's solution

3070.
1712E2
LCM Sum (hard version) · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
AlRntn's solution

3071.
909F
AND-permutations · Tutorial
Quality: 635 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
AlRntn's solution

3072.
1488G
Painting Numbers · Tutorial
Quality: 135 global accepts · Rating: 2500 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: *special, data structures, greedy, number theory
AlRntn's solution

3073.
1381C
Mastermind · Tutorial
Quality: 1,710 global accepts · Rating: 2500 · first AC: 2026-02-12 · last AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
AlRntn's solution

3074.
1866K
Keen Tree Calculation · Tutorial
Quality: 559 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
AlRntn's solution

3075.
1572B
Xor of 3 · Tutorial
Quality: 2,010 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
AlRntn's solution

3076.
1689E
ANDfinity · Tutorial
Quality: 1,360 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
AlRntn's solution

3077.
1637F
Towers · Tutorial
Quality: 2,160 global accepts · Rating: 2500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
AlRntn's solution

3078.
1716E
Swap and Maximum Block · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
AlRntn's solution

3079.
1612G
Max Sum Array · Tutorial
Quality: 1,000 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
AlRntn's solution

3080.
1625E1
Cats on the Upgrade (easy version) · Tutorial
Quality: 1,149 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

AlRntn's solution

3081.
2202G1
Monotone Monochrome Matrices (Easy Version) · Tutorial
Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

3082.
1858E1
Rollbacks (Easy Version) · Tutorial
Quality: 1,554 global accepts · Rating: 2500 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
AlRntn's solution

3083.
1945G
Cook and Porridge · Tutorial
Quality: 907 global accepts · Rating: 2500 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
AlRntn's solution

3084.
2182F2
Christmas Reindeer (hard version) · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
AlRntn's solution

3085.
1111E
Tree · Tutorial
Quality: 1,092 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
AlRntn's solution

3086.
1407E
Egor in the Republic of Dagestan · Tutorial
Quality: 1,907 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
AlRntn's solution

3087.
1725E
Electrical Efficiency · Tutorial
Quality: 599 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
AlRntn's solution

3088.
1906L
Palindromic Parentheses · Tutorial
Quality: 763 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlRntn's solution

3089.
986C
AND Graph · Tutorial
Quality: 2,716 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
AlRntn's solution

3090.
1374E2
Reading Books (hard version) · Tutorial
Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, sortings, ternary search, two pointers
AlRntn's solution

3091.
1334F
Strange Function · Tutorial
Quality: 1,506 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
AlRntn's solution

3092.
1903F
Babysitting · Tutorial
Quality: 908 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
AlRntn's solution

3093.
1513F
Swapping Problem · Tutorial
Quality: 1,431 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
AlRntn's solution

3094.
1479C
Continuous City · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
AlRntn's solution

3095.
1305F
Kuroni and the Punishment · Tutorial
Quality: 3,239 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities
AlRntn's solution

3096.
1779F
Xorcerer's Stones · Tutorial
Quality: 1,408 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
AlRntn's solution

3097.
1776C
Library game · Tutorial
Quality: 982 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings
AlRntn's solution

3098.
1474E
What Is It? · Tutorial
Quality: 1,463 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
AlRntn's solution

3099.
1225F
Tree Factory · Tutorial
Quality: 992 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees
AlRntn's solution

3100.
1250M
SmartGarden · Tutorial
Quality: 391 global accepts · Rating: 2500 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

AlRntn's solution

3101.
1236E
Alice and the Unfair Game · Tutorial
Quality: 731 global accepts · Rating: 2500 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu
AlRntn's solution

3102.
1228F
One Node is Gone · Tutorial
Quality: 479 global accepts · Rating: 2500 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees
AlRntn's solution

3103.
1485E
Move and Swap · Tutorial
Quality: 1,528 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
AlRntn's solution

3104.
2034F1
Khayyam's Royal Decree (Easy Version) · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
AlRntn's solution

3105.
1325F
Ehab's Last Theorem · Tutorial
Quality: 2,329 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
AlRntn's solution

3106.
2081B
Balancing · Tutorial
Quality: 998 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy
AlRntn's solution

3107.
2154E
No Mind To Think · Tutorial
Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
AlRntn's solution

3108.
2113F
Two Arrays · Tutorial
Quality: 952 global accepts · Rating: 2500 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
AlRntn's solution

3109.
1251F
Red-White Fence · Tutorial
Quality: 978 global accepts · Rating: 2500 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft
AlRntn's solution

3110.
2185H
BattleCows 2 · Tutorial
Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
AlRntn's solution

3111.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
AlRntn's solution

3112.
1773I
Interactive Factorial Guessing · Tutorial
Quality: 581 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive
AlRntn's solution

3113.
1218E
Product Tuples · Tutorial
Quality: 475 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft
AlRntn's solution

3114.
2075E
XOR Matrix · Tutorial
Quality: 1,185 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
AlRntn's solution

3115.
1521D
Nastia Plays with a Tree · Tutorial
Quality: 2,298 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
AlRntn's solution

3116.
1559D2
Mocha and Diana (Hard Version) · Tutorial
Quality: 3,066 global accepts · Rating: 2500 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
AlRntn's solution

3117.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
AlRntn's solution

3118.
2022E1
Billetes MX (Easy Version) · Tutorial
Quality: 759 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
AlRntn's solution

3119.
1983F
array-value · Tutorial
Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
AlRntn's solution

3120.
1065F
Up and Down the Tree · Tutorial
Quality: 1,324 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

3121.
976F
Minimal k-covering · Tutorial
Quality: 667 global accepts · Rating: 2500 · first AC: 2025-10-24 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
AlRntn's solution

3122.
1467E
Distinctive Roots in a Tree · Tutorial
Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
AlRntn's solution

3123.
1146F
Leaf Partition · Tutorial
Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AlRntn's solution

3124.
95E
Lucky Country · Tutorial
Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs
AlRntn's solution

3125.
1725J
Journey · Tutorial
Quality: 464 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AlRntn's solution

3126.
1332F
Independent Set · Tutorial
Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

3127.
2163D2
Diadrash (Hard Version) · Tutorial
Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
AlRntn's solution

3128.
1418G
Three Occurrences · Tutorial
Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
AlRntn's solution

3129.
1301E
Nanosoft · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation
AlRntn's solution

3130.
2156E
Best Time to Buy and Sell Stock · Tutorial
Quality: 961 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
AlRntn's solution

3131.
2159D1
Inverse Minimum Partition (Easy Version) · Tutorial
Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
AlRntn's solution

3132.
1253F
Cheap Robot · Tutorial
Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
AlRntn's solution

3133.
2140E2
Prime Gaming (Hard Version) · Tutorial
Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
AlRntn's solution

3134.
1796E
Colored Subgraphs · Tutorial
Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
AlRntn's solution

3135.
1691F
K-Set Tree · Tutorial
Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
AlRntn's solution

3136.
2133E
I Yearned For The Mines · Tutorial
Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
AlRntn's solution

3137.
1528D
It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial
Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
AlRntn's solution

3138.
2035F
Tree Operations · Tutorial
Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
AlRntn's solution

3139.
622F
The Sum of the k-th Powers · Tutorial
Quality: 4,942 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math
AlRntn's solution

3140.
1699E
Three Days Grace · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers
AlRntn's solution

3141.
2103E
Keep the Sum · Tutorial
Quality: 601 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
AlRntn's solution

3142.
1278F
Cards · Tutorial
Quality: 2,498 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
AlRntn's solution

3143.
1493E
Enormous XOR · Tutorial
Quality: 1,086 global accepts · Rating: 2600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
AlRntn's solution

3144.
1778F
Maximizing Root · Tutorial
Quality: 867 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
AlRntn's solution

3145.
958F3
Lightsabers (hard) · Tutorial
Quality: 923 global accepts · Rating: 2600 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: fft
AlRntn's solution

3146.
1765G
Guess the String · Tutorial
Quality: 480 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
AlRntn's solution

3147.
2217G
Down the Pivot · Tutorial
Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
AlRntn's solution

3148.
2045J
Xorderable Array · Tutorial
Quality: 341 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
AlRntn's solution

3149.
1990E2
Catch the Mole(Hard Version) · Tutorial
Quality: 1,110 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
AlRntn's solution

3150.
1016F
Road Projects · Tutorial

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

3151.
1380F
Strange Addition · Tutorial
Quality: 891 global accepts · Rating: 2600 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
AlRntn's solution

3152.
1380G
Circular Dungeon · Tutorial
Quality: 935 global accepts · Rating: 2600 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
AlRntn's solution

3153.
2081D
MST in Modulo Graph · Tutorial
Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
AlRntn's solution

3154.
1815D
XOR Counting · Tutorial
Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
AlRntn's solution

3155.
1762E
Tree Sum · Tutorial
Quality: 848 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
AlRntn's solution

3156.
935F
Fafa and Array · Tutorial
Quality: 437 global accepts · Rating: 2600 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

3157.
1073G
Yet Another LCP Problem · Tutorial
Quality: 1,112 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
AlRntn's solution

3158.
2200H
Six Seven · Tutorial
Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · last AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees
AlRntn's solution

3159.
2203F
Binary Search with One Swap · Tutorial
Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers
AlRntn's solution

3160.
1858E2
Rollbacks (Hard Version) · Tutorial
Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees
AlRntn's solution

3161.
1945H
GCD is Greater · Tutorial
Quality: 853 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
AlRntn's solution

3162.
1994G
Minecraft · Tutorial
Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
AlRntn's solution

3163.
1657F
Words on Tree · Tutorial
Quality: 755 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
AlRntn's solution

3164.
2189E
Majority Wins? · Tutorial
Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
AlRntn's solution

3165.
372D
Choosing Subtree is Fun · Tutorial
Quality: 1,129 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
AlRntn's solution

3166.
2042F
Two Subarrays · Tutorial
Quality: 908 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices
AlRntn's solution

3167.
2071E
LeaFall · Tutorial
Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
AlRntn's solution

3168.
2022E2
Billetes MX (Hard Version) · Tutorial
Quality: 707 global accepts · Rating: 2600 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
AlRntn's solution

3169.
2164F1
Chain Prefix Rank (Easy Version) · Tutorial
Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
AlRntn's solution

3170.
2131H
Sea, You & copriMe · Tutorial
Quality: 887 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

AlRntn's solution

3171.
755F
PolandBall and Gifts · Tutorial
Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
AlRntn's solution

3172.
1762F
Good Pairs · Tutorial
Quality: 888 global accepts · Rating: 2600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
AlRntn's solution

3173.
2150E1
Hidden Single (Version 1) · Tutorial
Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
AlRntn's solution

3174.
513E1
Subarray Cuts · Tutorial
Quality: 552 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
AlRntn's solution

3175.
1110F
Nearest Leaf · Tutorial
Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-07-18 · last AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
AlRntn's solution

3176.
627D
Preorder Test · Tutorial
Quality: 999 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
AlRntn's solution

3177.
1185G2
Playlist for Polycarp (hard version) · Tutorial
Quality: 919 global accepts · Rating: 2600 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
AlRntn's solution

3178.
1391E
Pairs of Pairs · Tutorial
Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
AlRntn's solution

3179.
1685C
Bring Balance · Tutorial
Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
AlRntn's solution

3180.
2109C3
Hacking Numbers (Hard Version) · Tutorial
Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

AlRntn's solution

3181.
1375F
Integer Game · Tutorial
Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
AlRntn's solution

3182.
482D
Random Function and Tree · Tutorial
Quality: 595 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
AlRntn's solution

3183.
2169F
Subsequence Problem · Tutorial
Quality: 334 global accepts · Rating: 2700 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
AlRntn's solution

3184.
961G
Partitions · Tutorial
Quality: 1,612 global accepts · Rating: 2700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
AlRntn's solution

3185.
2063F2
Counting Is Not Fun (Hard Version) · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
AlRntn's solution

3186.
2210F
A Simple Problem · Tutorial
Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees
AlRntn's solution

3187.
2210E
Binary Strings are Simple? · Tutorial
Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory
AlRntn's solution

3188.
2209F
Dynamic Values And Maximum Sum · Tutorial
Quality: 413 global accepts · Rating: 2700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees
AlRntn's solution

3189.
2208E
Counting Cute Arrays · Tutorial
Quality: 429 global accepts · Rating: 2700 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

3190.
524F
And Yet Another Bracket Sequence · Tutorial
Quality: 594 global accepts · Rating: 2700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

AlRntn's solution

3191.
293E
Close Vertices · Tutorial
Quality: 1,980 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
AlRntn's solution

3192.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
AlRntn's solution

3193.
1215F
Radio Stations · Tutorial
Quality: 1,190 global accepts · Rating: 2700 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat
AlRntn's solution

3194.
1254D
Tree Queries · Tutorial
Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees
AlRntn's solution

3195.
444E
DZY Loves Planting · Tutorial
Quality: 856 global accepts · Rating: 2700 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, trees
AlRntn's solution

3196.
356D
Bags and Coins · Tutorial
Quality: 1,091 global accepts · Rating: 2700 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
AlRntn's solution

3197.
1542E2
Abnormal Permutation Pairs (hard version) · Tutorial
Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
AlRntn's solution

3198.
1118F2
Tree Cutting (Hard Version) · Tutorial
Quality: 633 global accepts · Rating: 2700 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
AlRntn's solution

3199.
1370F2
The Hidden Pair (Hard Version) · Tutorial
Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
AlRntn's solution

3200.
2043F
Nim · Tutorial

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
AlRntn's solution

3201.
1943D2
Counting Is Fun (Hard Version) · Tutorial
Quality: 1,126 global accepts · Rating: 2800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
AlRntn's solution

3202.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
AlRntn's solution

3203.
2217H
Closer · Tutorial
Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

3204.
2201F2
Monotone Monochrome Matrices (Hard Version) · Tutorial
Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math
AlRntn's solution

3205.
613D
Kingdom and its Cities · Tutorial
Quality: 4,035 global accepts · Rating: 2800 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
AlRntn's solution

3206.
1394D
Boboniu and Jianghu · Tutorial
Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees
AlRntn's solution

3207.
1635F
Closest Pair · Tutorial
Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
AlRntn's solution

3208.
702F
T-Shirts · Tutorial
Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-11-25 · last AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures
AlRntn's solution

3209.
1375G
Tree Modification · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
AlRntn's solution

3210.
10D
LCIS · Tutorial
Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

AIRntn's solution

3211.
671D
Roads in Yusland · Tutorial
Quality: 1,313 global accepts · Rating: 2900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
AIRntn's solution

3212.
2152H1
Victorious Coloring (Easy Version) · Tutorial
Quality: 610 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
AIRntn's solution

3213.
2152G
Query Jungle · Tutorial
Quality: 714 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees
AIRntn's solution

3214.
2201F1
Monotone Monochrome Matrices (Medium Version) · Tutorial
Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing
AIRntn's solution

3215.
2164F2
Chain Prefix Rank (Hard Version) · Tutorial
Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
AIRntn's solution

3216.
1276D
Tree Elimination · Tutorial
Quality: 672 global accepts · Rating: 2900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
AIRntn's solution

3217.
150E
Freezing with Style · Tutorial
Quality: 1,034 global accepts · Rating: 3000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees
AIRntn's solution

3218.
1320E
Treeland and Viruses · Tutorial
Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
AIRntn's solution

3219.
176E
Archaeology · Tutorial
Quality: 1,523 global accepts · Rating: 3100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
AIRntn's solution

3220.
536E
Tavas on the Path · Tutorial
Quality: 452 global accepts · Rating: 3100 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
AIRntn's solution

3221.
1239E
Turtle · Tutorial
Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
AlRntn's solution

3222.
757G
Can Bash Save the Day? · Tutorial
Quality: 648 global accepts · Rating: 3400 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
AlRntn's solution

3223.
1239F
Swiper, no swiping! · Tutorial
Quality: 316 global accepts · Rating: 3400 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
AlRntn's solution

3224.
2227H
Fallen Leaves · Tutorial
Quality: 958 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
AlRntn's solution

3225.
2219A
Grid L · Tutorial
Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
AlRntn's solution

3226.
2219B1
Unique Values (Easy version) · Tutorial
Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
AlRntn's solution

3227.
2219D
MEX Replacement on Tree · Tutorial
Quality: 429 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
AlRntn's solution

3228.
2219C
Coloring a Red Black Tree · Tutorial
Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
AlRntn's solution

3229.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

3230.
2222D
Permutation Construction · Tutorial
Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
AlRntn's solution

3231.
2222F
Building Tree · Tutorial
Quality: 574 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
AlRntn's solution

3232.
2222E
Seek the Truth · Tutorial
Quality: 1,941 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
AlRntn's solution

3233.
2225D
Exceptional Segments · Tutorial
Quality: 6,608 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
AlRntn's solution

3234.
2225F
String Cutting · Tutorial
Quality: 600 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
AlRntn's solution

3235.
2214G
Anomaly · Tutorial
Quality: 730 global accepts · Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication
AlRntn's solution

3236.
2214H
Double Vision · Tutorial
Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
AlRntn's solution

3237.
2214B
Are You Smiling? · Tutorial
Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
AlRntn's solution

3238.
2214F
Numbers · Tutorial
Quality: 936 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special
AlRntn's solution

3239.
2214D
Neural Feud · Tutorial
Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
AlRntn's solution

3240.
2214J
Special Problem · Tutorial
Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
AlRntn's solution

3241.
2214C
And? · Tutorial

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks
AlRntn's solution

3242.
2214A
Odd One Out · Tutorial
Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
AlRntn's solution

3243.
101192A
LIS and GCD · Tutorial
Rating: — · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

3244.
101192G
ReHanoi Towers · Tutorial
Rating: — · first AC: 2025-12-20 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —
AlRntn's solution

3245.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
AlRntn's solution

3246.
2168B
Locate · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
AlRntn's solution

3247.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
AlRntn's solution

3248.
2168A2
Encode and Decode (Hard Version) · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
AlRntn's solution

3249.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,359 global accepts · Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
AlRntn's solution

3250.
1952C
They Have Fooled · Tutorial
Quality: 3,263 global accepts · Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
AlRntn's solution

3251.
2095J
Premiere at a Wrong Time · Tutorial
Quality: 542 global accepts · Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

AlRntn's solution

3252.
2095G
Definitely a Geometry Problem · Tutorial
Quality: 960 global accepts · Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
AlRntn's solution

3253.
2095F
!S Cæb ·TB$ablCVÐ
Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
AlRntn's solution

3254.
2095E
Pair Count · Tutorial
Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
AlRntn's solution

3255.
2095C
Would It Be Unrated? · Tutorial
Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
AlRntn's solution

3256.
2095H
Blurry Vision · Tutorial
Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, fft, math
AlRntn's solution

3257.
2095B
Plinko · Tutorial
Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive
AlRntn's solution

3258.
2095I
Mysterious Script · Tutorial
Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory
AlRntn's solution

3259.
2095D
Where Am I? · Tutorial
Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
AlRntn's solution

3260.
2095A
Piecing It Together · Tutorial
Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures
AlRntn's solution

3261.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,101 global accepts · Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
AlRntn's solution

3262.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

AlRntn's solution

3263.

1812J

Unmysterious Language · Tutorial

Quality: 6,290 global accepts · Rating: — · first AC: 2024-06-27 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

AlRntn's solution