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Unique solved — Alihan 8

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

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Count: 1,503

1.

2178A

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Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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2.

2180B

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Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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3.

2180A

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4.

2163A

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

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5.

2161A

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Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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6.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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7.

2143A

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8.

2144A

[Cut the Array](#) · [Tutorial](#)

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9.

2140A

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10.

2137A

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11.

2134A

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Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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12.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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13.

2119A

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Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
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14.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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15.

2108A

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16.

2092A

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17.

2091B

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18.

2091A

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19.

2071A

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20.

2070A

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21.

2059A

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22.

2051B

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23.

2051A

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24.

2049A

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25.

1358A

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26.

2048A

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27.

2044C

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28.

2044B

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29.

2044A

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30.

2042A

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31.

2034A

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theorem, math, number theory

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32.

2031A

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33.

2029A

[Set](#) · [Tutorial](#)

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34.

2014B

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35.

2014A

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36.

1999C

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37.

1999A

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38.

1997A

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39.

1991A

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40.

1996B

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41.

1996A

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42.

1994A

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43.

1983A

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44.

1987A

[Upload More RAM](#) · [Tutorial](#)

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45.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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46.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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47.

1968A

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48.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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

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49.

1926A

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

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50.

1909A

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51.

1902A

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52.

1903A

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53.

1900A

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54.

1896A

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55.

1901A

[Line Trip](#) · [Tutorial](#)

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56.

1864A

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57.

1862B

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[Alihan_8's solution](#)

58.

1862A

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59.

1858A

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60.

1859A

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61.

1849A

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62.

1850C

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63.

1850B

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64.

1850A

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65.

1847A

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

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

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66.

1842A

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[Alihan_8's solution](#)

67.

1841A

[Game with Board](#) · [Tutorial](#)

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68.

1838A

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

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69.

1839A

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

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70.

1837A

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Quality: 54,834 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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71.

1833A

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

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72.

1828A

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Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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73.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

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74.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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75.

1829C

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

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76.

1829B

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Quality: 78,019 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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77.

1829A

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

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78.

1551B1

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Quality: 31,324 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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79.

1551A

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Quality: 58,352 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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80.

1820A

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81.

1818A

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82.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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83.

1822C

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84.

1822B

[Karina and Array](#) · [Tutorial](#)

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85.

1822A

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Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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86.

1178A

[Prime Minister](#) · [Tutorial](#)

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87.

1821A

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

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88.

1811A

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89.

1805B

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90.

1805A

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91.

1810B

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[Alihan_8's solution](#)

92.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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93.

1798A

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94.

1807C

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[Alihan_8's solution](#)

95.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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96.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,708 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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97.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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98.

1802A

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Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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99.

1800A

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100.

1789B

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101.

1789A

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

Quality: 32,962 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alihan_8's solution](#)

102.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

103.

1795A

[Two Towers](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

104.

1793A

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

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

[Alihan_8's solution](#)

105.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,976 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

106.

1791C

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

Quality: 74,153 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Alihan_8's solution](#)

107.

1791B

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

Quality: 52,661 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Alihan_8's solution](#)

108.

1791A

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

Quality: 80,608 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

109.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,750 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

110.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

111.

1790B

[Taisia and Dice](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

112.

1790A

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

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

[Alihan_8's solution](#)

113.

1780A

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

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

[Alihan_8's solution](#)

114.

1792A

[GamingForces](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

115.

1777A

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

Quality: 44,006 global accepts · Rating: 800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

116.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

117.

1763A

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

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

[Alihan_8's solution](#)

118.

1772B

[Matrix Rotation](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

119.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,422 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

120.

1774A

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

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

[Alihan_8's solution](#)

121.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Alihan_8's solution](#)

122.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

123.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

124.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,998 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

125.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

126.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2022-06-01 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alihan_8's solution](#)

127.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,487 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

128.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

129.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Alihan_8's solution](#)

130.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

131.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,496 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

132.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alihan_8's solution](#)

133.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

134.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Alihan_8's solution](#)

135.

1765B

[Broken Keyboard](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

136.

1764A

[Doremy's Paint](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

137.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Alihan_8's solution](#)

138.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

139.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,817 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Alihan_8's solution](#)

140.

1760B

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

Quality: 53,338 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Alihan_8's solution](#)

141.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,928 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alihan_8's solution](#)

142.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Alihan_8's solution](#)

143.

1759B

[Lost Permutation](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

144.

1759A

[Yes-Yes?](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

145.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

146.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

147.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Alihan_8's solution](#)

148.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-29 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Alihan_8's solution](#)

149.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

150.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Alihan_8's solution](#)

151.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Alihan_8's solution](#)

152.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

153.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Alihan_8's solution](#)

154.

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Alihan_8's solution](#)

155.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

156.

1453A

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

Quality: 24,262 global accepts · Rating: 800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

157.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

158.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

159.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

160.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Alihan_8's solution](#)

161.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

162.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

163.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

164.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alihan_8's solution](#)

165.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

166.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

167.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

168.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Alihan_8's solution](#)

169.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

170.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Alihan_8's solution](#)

171.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

172.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

173.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

174.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

175.

1433A

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

Quality: 62,643 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alihan_8's solution](#)

176.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

177.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Alihan_8's solution](#)

178.

1744B

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

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

[Alihan_8's solution](#)

179.

1744A

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

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

[Alihan_8's solution](#)

180.

1746B

[Rebellion](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

181.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

182.

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Alihan_8's solution](#)

183.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

184.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

185.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

186.

1742B

[Increasing](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

187.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,291 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

188.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Alihan_8's solution](#)

189.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alihan_8's solution](#)

190.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

191.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Alihan_8's solution](#)

192.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

193.

1741B

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

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

[Alihan_8's solution](#)

194.

1741A

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

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

195.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Alihan_8's solution](#)

196.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

197.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Alihan_8's solution](#)

198.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

199.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

200.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Alihan_8's solution](#)

201.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

202.

1729B

[Decode String](#) · [Tutorial](#)

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

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203.

1729A

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204.

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math

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205.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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206.

1728A

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207.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
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208.

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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209.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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210.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,454 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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211.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Alihan_8's solution](#)

212.

1721A

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Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Alihan_8's solution](#)

213.

746A

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Quality: 23,842 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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214.

1715A

[Crossmarket](#) · [Tutorial](#)

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215.

1720B

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216.

1719A

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Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Alihan_8's solution](#)

217.

1712B

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

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218.

1712A

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219.

1472B

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220.

1472A

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221.

1711A

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222.

1713A

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223.

1716A

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224.

1714C

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

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225.

1714B

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226.

1709A

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math

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227.

1706A

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[Alihan_8's solution](#)

228.

1708A

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229.

1705A

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230.

1703C

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231.

1703B

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232.

1703A

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233.

1702B

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1702A

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1698B

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1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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238.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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239.

1635A

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1421A

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241.

1527A

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242.

1696A

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202A

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244.

1592A

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247.

1700A

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1695A

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1690B

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250.

1692B

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251.

1692C

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252.

1692A

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253.

1690C

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254.

1690A

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255.

1688A

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256.

1688B

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257.

432A

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Quality: 69,501 global accepts · Rating: 800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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258.

758A

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Quality: 75,301 global accepts · Rating: 800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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259.

1367A

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260.

1399A

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261.

1691A

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262.

228A

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932A

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1618B

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1686B

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1686A

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1660B

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1660A

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1671A

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270.

1681B

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[Alihan_8's solution](#)

271.

1681A

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272.

1665A

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273.

1618A

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1682A

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276.

1684B

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277.

1684A

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278.

1678A

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61A

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200B

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486A

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344A

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283.

1351A

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284.

1680B

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1680A

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[Alihan_8's solution](#)

286.

1030A

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287.

136A

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288.

467A

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289.

677A

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290.

271A

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291.

1676C

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292.

1676B

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293.

1676A

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294.

1678B1

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1670A

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296.

1675A

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297.

1674B

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Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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298.

1674A

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299.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

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300.

734A

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Quality: 195,508 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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301.

41A

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Quality: 188,432 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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302.

266B

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Quality: 166,069 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Alihan_8's solution](#)

303.

110A

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

Quality: 199,484 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

304.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,542 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

305.

977A

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

Quality: 217,470 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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306.

59A

[Word](#) · [Tutorial](#)

Quality: 227,908 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

307.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,113 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alihan_8's solution](#)

308.

546A

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

Quality: 235,192 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

309.

791A

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

Quality: 257,199 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

310.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,536 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

311.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,000 global accepts · Rating: 800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Alihan_8's solution](#)

312.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,963 global accepts · Rating: 800 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

313.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,323 global accepts · Rating: 800 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Alihan_8's solution](#)

314.

112A

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

Quality: 287,227 global accepts · Rating: 800 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

315.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,969 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

316.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,248 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

317.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,685 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

318.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,445 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Alihan_8's solution](#)

319.

231A

[Team](#) · [Tutorial](#)

Quality: 430,218 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

320.

71A

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

Quality: 503,213 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Alihan_8's solution](#)

321.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,764 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

322.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Alihan_8's solution](#)

323.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alihan_8's solution](#)

324.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alihan_8's solution](#)

325.

2048B

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

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

[Alihan_8's solution](#)

326.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,099 global accepts · Rating: 900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Alihan_8's solution](#)

327.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Alihan_8's solution](#)

328.

2031B

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

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Alihan_8's solution](#)

329.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

330.

1900B

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

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

[Alihan_8's solution](#)

331.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Alihan_8's solution](#)

332.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,053 global accepts · Rating: 900 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

333.

1837B

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Quality: 50,096 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

334.

1833B

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

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[Alihan_8's solution](#)

335.

1828B

[Permutation Swap](#) · [Tutorial](#)

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336.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

337.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Alihan_8's solution](#)

338.

1808A

[Lucky Numbers](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

339.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,756 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Alihan_8's solution](#)

340.

1795B

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

[Alihan_8's solution](#)

341.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Alihan_8's solution](#)

342.

1771A

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Quality: 25,300 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Alihan_8's solution](#)

343.

1005B

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[Alihan_8's solution](#)

344.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

345.

1764B

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

[Alihan_8's solution](#)

346.

1758B

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

[Alihan_8's solution](#)

347.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Alihan_8's solution](#)

348.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Alihan_8's solution](#)

349.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

350.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,449 global accepts · Rating: 900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Alihan_8's solution](#)

351.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Alihan_8's solution](#)

352.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

353.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

354.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

355.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

356.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

357.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

358.

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

359.

977B

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Quality: 49,775 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Alihan_8's solution](#)

360.

1733B

[Rule of League](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

361.

1624B

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Quality: 52,935 global accepts · Rating: 900 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alihan_8's solution](#)

362.

1726A

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Quality: 36,541 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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363.

1720A

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364.

1714A

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365.

1709B

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[Alihan_8's solution](#)

366.

1705B

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367.

1057A

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Quality: 7,468 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

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368.

115A

[Party](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Alihan_8's solution](#)

369.

1696B

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Quality: 36,318 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Alihan_8's solution](#)

370.

1665B

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Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alihan_8's solution](#)

371.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Alihan_8's solution](#)

372.

1675B

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Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

373.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Alihan_8's solution](#)

374.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

375.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Alihan_8's solution](#)

376.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Alihan_8's solution](#)

377.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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378.

2051C

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

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379.

1358B

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380.

2034B

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[Alihan_8's solution](#)

381.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Alihan_8's solution](#)

382.

1968C

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Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
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383.

103433M

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Rating: 1000 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alihan_8's solution](#)

384.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Alihan_8's solution](#)

385.

1859B

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[Alihan_8's solution](#)

386.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Alihan_8's solution](#)

387.

1847B

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Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Alihan_8's solution](#)

388.

1841B

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

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

[Alihan_8's solution](#)

389.

1837C

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

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

[Alihan_8's solution](#)

390.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

391.

1829D

[Gold Rush](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

392.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Alihan_8's solution](#)

393.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

394.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Alihan_8's solution](#)

395.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Alihan_8's solution](#)

396.

1800B

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Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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397.

1791D

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Quality: 49,263 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Alihan_8's solution](#)

398.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

399.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Alihan_8's solution](#)

400.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

401.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

402.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

403.

1766B

[Notepad#](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

404.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Alihan_8's solution](#)

405.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Alihan_8's solution](#)

406.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

407.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

408.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Alihan_8's solution](#)

409.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

410.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Alihan_8's solution](#)

411.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

412.

1438B

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Quality: 29,067 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Alihan_8's solution](#)

413.

1744C

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Quality: 44,092 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Alihan_8's solution](#)

414.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

415.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Alihan_8's solution](#)

416.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

417.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,265 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

418.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

419.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Alihan_8's solution](#)

420.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Alihan_8's solution](#)

421.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Alihan_8's solution](#)

422.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Alihan_8's solution](#)

423.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[Alihan_8's solution](#)

424.

577A

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

Quality: 45,282 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[Alihan_8's solution](#)

425.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,791 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[Alihan_8's solution](#)

426.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Alihan_8's solution](#)

427.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[Alihan_8's solution](#)

428.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Alihan_8's solution](#)

429.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Alihan_8's solution](#)

430.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Alihan_8's solution](#)

431.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,024 global accepts · Rating: 1000 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Alihan_8's solution](#)

432.

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Alihan_8's solution](#)

433.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,309 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Alihan_8's solution](#)

434.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Alihan_8's solution](#)

435.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alihan_8's solution](#)

436.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Alihan_8's solution](#)

437.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

438.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Alihan_8's solution](#)

439.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Alihan_8's solution](#)

440.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

441.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alihan_8's solution](#)

442.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Alihan_8's solution](#)

443.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Alihan_8's solution](#)

444.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

445.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

446.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

447.

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

[Alihan_8's solution](#)

448.

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

[Alihan_8's solution](#)

449.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[Alihan_8's solution](#)

450.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alihan_8's solution](#)

451.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Alihan_8's solution](#)

452.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

453.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,718 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Alihan_8's solution](#)

454.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Alihan_8's solution](#)

455.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,997 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Alihan_8's solution](#)

456.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Alihan_8's solution](#)

457.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

458.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

459.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[Alihan_8's solution](#)

460.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,488 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Alihan_8's solution](#)

461.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Alihan_8's solution](#)

462.

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

463.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[Alihan_8's solution](#)

464.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

465.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Alihan_8's solution](#)

466.

1800C2

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

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Alihan_8's solution](#)

467.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

468.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Alihan_8's solution](#)

469.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

470.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Alihan_8's solution](#)

471.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

472.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Alihan_8's solution](#)

473.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Alihan_8's solution](#)

474.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Alihan_8's solution](#)

475.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Alihan_8's solution](#)

476.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Alihan_8's solution](#)

477.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Alihan_8's solution](#)

478.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Alihan_8's solution](#)

479.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Alihan_8's solution](#)

480.

1457B

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

Rating: 1100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

481.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

482.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

483.

1743C

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

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

[Alihan_8's solution](#)

484.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Alihan_8's solution](#)

485.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Alihan_8's solution](#)

486.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Alihan_8's solution](#)

487.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

488.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Alihan_8's solution](#)

489.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

490.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

491.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Alihan_8's solution](#)

492.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Alihan_8's solution](#)

493.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

494.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

495.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Alihan_8's solution](#)

496.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Alihan_8's solution](#)

497.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Alihan_8's solution](#)

498.

1717B

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

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

[Alihan_8's solution](#)

499.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

500.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Alihan_8's solution](#)

501.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Alihan_8's solution](#)

502.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,121 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Alihan_8's solution](#)

503.

706B

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

Quality: 84,433 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation

[Alihan_8's solution](#)

504.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Alihan_8's solution](#)

505.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Alihan_8's solution](#)

506.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

507.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

508.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,400 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Alihan_8's solution](#)

509.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Alihan_8's solution](#)

510.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alihan_8's solution](#)

511.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Alihan_8's solution](#)

512.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

sortings

[Alihan_8's solution](#)

513.

1673B

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

Quality: 21,770 global accepts · Rating: 1100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Alihan_8's solution](#)

514.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

515.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,697 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Alihan_8's solution](#)

516.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Alihan_8's solution](#)

517.

2137D

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

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

518.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Alihan_8's solution](#)

519.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,869 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alihan_8's solution](#)

520.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

521.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

522.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Alihan_8's solution](#)

523.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,917 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Alihan_8's solution](#)

524.

2048C

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

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

[Alihan_8's solution](#)

525.

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

[Alihan_8's solution](#)

526.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

527.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Alihan_8's solution](#)

528.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Alihan_8's solution](#)

529.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Alihan_8's solution](#)

530.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Alihan_8's solution](#)

531.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

532.

1826A

[Trust Nobody](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

533.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alihan_8's solution](#)

534.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[Alihan_8's solution](#)

535.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Alihan_8's solution](#)

536.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings
[Alihan_8's solution](#)

537.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[Alihan_8's solution](#)

538.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Alihan_8's solution](#)

539.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[Alihan_8's solution](#)

540.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-05-19 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Alihan_8's solution](#)

541.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Alihan_8's solution](#)

542.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games
[Alihan_8's solution](#)

543.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alihan_8's solution](#)

544.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Alihan_8's solution](#)

545.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Alihan_8's solution](#)

546.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,576 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[Alihan_8's solution](#)

547.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Alihan_8's solution](#)

548.

1635C

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

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Alihan_8's solution](#)

549.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Alihan_8's solution](#)

550.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,618 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Alihan_8's solution](#)

551.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Alihan_8's solution](#)

552.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Alihan_8's solution](#)

553.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[Alihan_8's solution](#)

554.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

555.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Alihan_8's solution](#)

556.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Alihan_8's solution](#)

557.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

558.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

559.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Alihan_8's solution](#)

560.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,748 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Alihan_8's solution](#)

561.

1720C

[Corners](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

562.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Alihan_8's solution](#)

563.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Alihan_8's solution](#)

564.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alihan_8's solution](#)

565.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alihan_8's solution](#)

566.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Alihan_8's solution](#)

567.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Alihan_8's solution](#)

568.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Alihan_8's solution](#)

569.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Alihan_8's solution](#)

570.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Alihan_8's solution](#)

571.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[Alihan_8's solution](#)

572.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Alihan_8's solution](#)

573.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

574.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Alihan_8's solution](#)

575.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alihan_8's solution](#)

576.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Alihan_8's solution](#)

577.

1679B

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

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alihan_8's solution](#)

578.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Alihan_8's solution](#)

579.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Alihan_8's solution](#)

580.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Alihan_8's solution](#)

581.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

582.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

583.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alihan_8's solution](#)

584.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

585.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

586.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Alihan_8's solution](#)

587.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Alihan_8's solution](#)

588.

779C

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

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alihan_8's solution](#)

589.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Alihan_8's solution](#)

590.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alihan_8's solution](#)

591.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Alihan_8's solution](#)

592.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Alihan_8's solution](#)

593.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alihan_8's solution](#)

594.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,110 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Alihan_8's solution](#)

595.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Alihan_8's solution](#)

596.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Alihan_8's solution](#)

597.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Alihan_8's solution](#)

598.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

599.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Alihan_8's solution](#)

600.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Alihan_8's solution](#)

601.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

602.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Alihan_8's solution](#)

603.

2118C

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

Quality: 18,476 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Alihan_8's solution](#)

604.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

605.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Alihan_8's solution](#)

606.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

607.

2049B

[pspspsps](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

608.

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Alihan_8's solution](#)

609.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Alihan_8's solution](#)

610.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alihan_8's solution](#)

611.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Alihan_8's solution](#)

612.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Alihan_8's solution](#)

613.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Alihan_8's solution](#)

614.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

615.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

616.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Alihan_8's solution](#)

617.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Alihan_8's solution](#)

618.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

619.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Alihan_8's solution](#)

620.

1826C

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

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

[Alihan_8's solution](#)

621.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

622.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

623.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

624.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Alihan_8's solution](#)

625.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Alihan_8's solution](#)

626.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Alihan_8's solution](#)

627.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Alihan_8's solution](#)

628.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Alihan_8's solution](#)

629.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Alihan_8's solution](#)

630.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

631.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alihan_8's solution](#)

632.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Alihan_8's solution](#)

633.

862B

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

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Alihan_8's solution](#)

634.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Alihan_8's solution](#)

635.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Alihan_8's solution](#)

636.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Alihan_8's solution](#)

637.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Alihan_8's solution](#)

638.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Alihan_8's solution](#)

639.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Alihan_8's solution](#)

640.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Alihan_8's solution](#)

641.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Alihan_8's solution](#)

642.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[Alihan_8's solution](#)

643.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[Alihan_8's solution](#)

644.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Alihan_8's solution](#)

645.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Alihan_8's solution](#)

646.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alihan_8's solution](#)

647.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[Alihan_8's solution](#)

648.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Alihan_8's solution](#)

649.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Alihan_8's solution](#)

650.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

651.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Alihan_8's solution](#)

652.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Alihan_8's solution](#)

653.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[Alihan_8's solution](#)

654.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Alihan_8's solution](#)

655.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Alihan_8's solution](#)

656.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Alihan_8's solution](#)

657.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

658.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Alihan_8's solution](#)

659.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alihan_8's solution](#)

660.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Alihan_8's solution](#)

661.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Alihan_8's solution](#)

662.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Alihan_8's solution](#)

663.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Alihan_8's solution](#)

664.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Alihan_8's solution](#)

665.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Alihan_8's solution](#)

666.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

667.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force,

implementation

[Alihan_8's solution](#)

668.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Alihan_8's solution](#)

669.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Alihan_8's solution](#)

670.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Alihan_8's solution](#)

671.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Alihan_8's solution](#)

672.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

673.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Alihan_8's solution](#)

674.

4C

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

Quality: 108,131 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Alihan_8's solution](#)

675.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Alihan_8's solution](#)

676.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Alihan_8's solution](#)

677.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Alihan_8's solution](#)

678.

2034C

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

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

[Alihan_8's solution](#)

679.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Alihan_8's solution](#)

680.

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

[Alihan_8's solution](#)

681.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Alihan_8's solution](#)

682.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

683.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

684.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Alihan_8's solution](#)

685.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

686.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

687.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Alihan_8's solution](#)

688.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alihan_8's solution](#)

689.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alihan_8's solution](#)

690.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alihan_8's solution](#)

691.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Alihan_8's solution](#)

692.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Alihan_8's solution](#)

693.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Alihan_8's solution](#)

694.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,234 global accepts · Rating: 1400 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Alihan_8's solution](#)

695.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Alihan_8's solution](#)

696.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

697.

279B

[Books](#) · [Tutorial](#)

Quality: 72,420 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Alihan_8's solution](#)

698.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Alihan_8's solution](#)

699.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alihan_8's solution](#)

700.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alihan_8's solution](#)

701.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Alihan_8's solution](#)

702.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Alihan_8's solution](#)

703.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Alihan_8's solution](#)

704.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Alihan_8's solution](#)

705.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Alihan_8's solution](#)

706.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

707.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Alihan_8's solution](#)

708.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alihan_8's solution](#)

709.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

710.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Alihan_8's solution](#)

711.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

712.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Alihan_8's solution](#)

713.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Alihan_8's solution](#)

714.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Alihan_8's solution](#)

715.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

716.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Alihan_8's solution](#)

717.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Alihan_8's solution](#)

718.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Alihan_8's solution](#)

719.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Alihan_8's solution](#)

720.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Alihan_8's solution](#)

721.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Alihan_8's solution](#)

722.

1733D1

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

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

[Alihan_8's solution](#)

723.

1728C

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

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

[Alihan_8's solution](#)

724.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Alihan_8's solution](#)

725.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alihan_8's solution](#)

726.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Alihan_8's solution](#)

727.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

728.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Alihan_8's solution](#)

729.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Alihan_8's solution](#)

730.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Alihan_8's solution](#)

731.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Alihan_8's solution](#)

732.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Alihan_8's solution](#)

733.

550B

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

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Alihan_8's solution](#)

734.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

735.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Alihan_8's solution](#)

736.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Alihan_8's solution](#)

737.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

738.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Alihan_8's solution](#)

739.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[Alihan_8's solution](#)

740.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Alihan_8's solution](#)

741.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Alihan_8's solution](#)

742.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Alihan_8's solution](#)

743.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Alihan_8's solution](#)

744.

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

[Alihan_8's solution](#)

745.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Alihan_8's solution](#)

746.

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Alihan_8's solution](#)

747.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

748.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Alihan_8's solution](#)

749.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Alihan_8's solution](#)

750.

103994I

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

Rating: 1500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

751.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Alihan_8's solution](#)

752.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Alihan_8's solution](#)

753.

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

754.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Alihan_8's solution](#)

755.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Alihan_8's solution](#)

756.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Alihan_8's solution](#)

757.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Alihan_8's solution](#)

758.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Alihan_8's solution](#)

759.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Alihan_8's solution](#)

760.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Alihan_8's solution](#)

761.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,131 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Alihan_8's solution](#)

762.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Alihan_8's solution](#)

763.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,095 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Alihan_8's solution](#)

764.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Alihan_8's solution](#)

765.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[Alihan_8's solution](#)

766.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Alihan_8's solution](#)

767.

1774B

[Coloring](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

768.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Alihan_8's solution](#)

769.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Alihan_8's solution](#)

770.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alihan_8's solution](#)

771.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Alihan_8's solution](#)

772.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,458 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Alihan_8's solution](#)

773.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,970 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

774.

1440C1

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

Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

775.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

776.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Alihan_8's solution](#)

777.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alihan_8's solution](#)

778.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Alihan_8's solution](#)

779.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-06 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Alihan_8's solution](#)

780.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Alihan_8's solution](#)

781.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Alihan_8's solution](#)

782.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

783.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Alihan_8's solution](#)

784.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alihan_8's solution](#)

785.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Alihan_8's solution](#)

786.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Alihan_8's solution](#)

787.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Alihan_8's solution](#)

788.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Alihan_8's solution](#)

789.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Alihan_8's solution](#)

790.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Alihan_8's solution](#)

791.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,131 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Alihan_8's solution](#)

792.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Alihan_8's solution](#)

793.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Alihan_8's solution](#)

794.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Alihan_8's solution](#)

795.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[Alihan_8's solution](#)

796.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Alihan_8's solution](#)

797.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Alihan_8's solution](#)

798.

2048D

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

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

[Alihan_8's solution](#)

799.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

800.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Alihan_8's solution](#)

801.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Alihan_8's solution](#)

802.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Alihan_8's solution](#)

803.

103994D

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

Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

804.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Alihan_8's solution](#)

805.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Alihan_8's solution](#)

806.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Alihan_8's solution](#)

807.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

808.

1795D

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Quality: 13,069 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alihan_8's solution](#)

809.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Alihan_8's solution](#)

810.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Alihan_8's solution](#)

811.

888D

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

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

812.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Alihan_8's solution](#)

813.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Alihan_8's solution](#)

814.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Alihan_8's solution](#)

815.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Alihan_8's solution](#)

816.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Alihan_8's solution](#)

817.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search

[Alihan_8's solution](#)

818.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Alihan_8's solution](#)

819.

814C

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

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Alihan_8's solution](#)

820.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, two pointers

[Alihan_8's solution](#)

821.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Alihan_8's solution](#)

822.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alihan_8's solution](#)

823.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

824.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alihan_8's solution](#)

825.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alihan_8's solution](#)

826.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Alihan_8's solution](#)

827.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Alihan_8's solution](#)

828.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Alihan_8's solution](#)

829.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

830.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Alihan_8's solution](#)

831.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alihan_8's solution](#)

832.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Alihan_8's solution](#)

833.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

834.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Alihan_8's solution](#)

835.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Alihan_8's solution](#)

836.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Alihan_8's solution](#)

837.

1688D

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

Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Alihan_8's solution](#)

838.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Alihan_8's solution](#)

839.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Alihan_8's solution](#)

840.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Alihan_8's solution](#)

841.

2201A2

[Lost Civilization \(Hard Version\) · Tutorial](#)

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Alihan_8's solution](#)

842.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

843.

2161B

[Make Connected · Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Alihan_8's solution](#)

844.

2159A

[MAD Interactive Problem · Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Alihan_8's solution](#)

845.

2124D

[Make a Palindrome · Tutorial](#)

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

[Alihan_8's solution](#)

846.

2118D1

[Red Light. Green Light \(Easy version\) · Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Alihan_8's solution](#)

847.

2080B

[Best Runner · Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Alihan_8's solution](#)

848.

634B

[XOR Equation · Tutorial](#)

Rating: 1700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math

[Alihan_8's solution](#)

849.

2044G1

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

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Alihan_8's solution](#)

850.

2052F

[Fix Flooded Floor · Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Alihan_8's solution](#)

851.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Alihan_8's solution](#)

852.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Alihan_8's solution](#)

853.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Alihan_8's solution](#)

854.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Alihan_8's solution](#)

855.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Alihan_8's solution](#)

856.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Alihan_8's solution](#)

857.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Alihan_8's solution](#)

858.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Alihan_8's solution](#)

859.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Alihan_8's solution](#)

860.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Alihan_8's solution](#)

861.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Alihan_8's solution](#)

862.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alihan_8's solution](#)

863.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Alihan_8's solution](#)

864.

1826D

[Running Miles](#) · [Tutorial](#)

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

[Alihan_8's solution](#)

865.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Alihan_8's solution](#)

866.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Alihan_8's solution](#)

867.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Alihan_8's solution](#)

868.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alihan_8's solution](#)

869.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[Alihan_8's solution](#)

870.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Alihan_8's solution](#)

871.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Alihan_8's solution](#)

872.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Alihan_8's solution](#)

873.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Alihan_8's solution](#)

874.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Alihan_8's solution](#)

875.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Alihan_8's solution](#)

876.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Alihan_8's solution](#)

877.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Alihan_8's solution](#)

878.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Alihan_8's solution](#)

879.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Alihan_8's solution](#)

880.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-08-12 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Alihan_8's solution](#)

881.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Alihan_8's solution](#)

882.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Alihan_8's solution](#)

883.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

884.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

885.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Alihan_8's solution](#)

886.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Alihan_8's solution](#)

887.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Alihan_8's solution](#)

888.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Alihan_8's solution](#)

889.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Alihan_8's solution](#)

890.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Alihan_8's solution](#)

891.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Alihan_8's solution](#)

892.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Alihan_8's solution](#)

893.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alihan_8's solution](#)

894.

1681D

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895.

1684D

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896.

2143D1

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897.

2144D

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898.

2138C1

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899.

2091F

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900.

2071D1

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901.

252D

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902.

252B

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903.

1666C

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904.

1666L

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2042C

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906.

2014E

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907.

103433D

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908.

1862F

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909.

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910.

1845D

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911.

1859D

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912.

1852B

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913.

1852A

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914.

1841C

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915.

1775D

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916.

1768D

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917.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

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918.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

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919.

1805D

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920.

1466E

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921.

1793D

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922.

245H

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923.

1582F1

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924.

1225D

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925.

847E

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926.

988D

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Quality: 8,041 global accepts · Rating: 1800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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927.

1450D

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928.

1740E

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929.

1750D

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930.

1462F

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931.

1447D

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Rating: 1800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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932.

1443F

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Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[Alihan_8's solution](#)

933.

1443D

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Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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934.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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935.

1637D

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936.

1725M

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937.

1728D

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Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

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938.

1734D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Alihan_8's solution](#)

939.

1729E

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Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

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940.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

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941.

2180C

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942.

2165B

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943.

2138B

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944.

2137F

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945.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

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946.

2052E

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[Alihan_8's solution](#)

947.

2042D

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948.

2014H

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949.

1996F

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950.

1895D

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951.

1891D

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952.

1887B

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953.

1887A2

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954.

505C

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955.

1797D

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956.

1847D

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957.

1092F

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958.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

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959.

1842D

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960.

1777D

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961.

1077F1

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962.

1141F2

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963.

1818D

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964.

1155D

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965.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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966.

448C

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967.

1823D

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968.

1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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969.

1178E

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970.

1821D

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971.

1802E

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Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

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972.

607B

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Quality: 16,308 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

973.

1791G2

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Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Alihan_8's solution](#)

974.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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975.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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976.

1029D

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977.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

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978.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

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979.

999D

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Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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980.

1463D

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Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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981.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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982.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, math

[Alihan_8's solution](#)

983.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Alihan_8's solution](#)

984.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Alihan_8's solution](#)

985.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Alihan_8's solution](#)

986.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

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987.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Alihan_8's solution](#)

988.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Alihan_8's solution](#)

989.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alihan_8's solution](#)

990.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Alihan_8's solution](#)

991.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Alihan_8's solution](#)

992.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Alihan_8's solution](#)

993.

2146D2

[Max Sum OR \(Hard Version\) · Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Alihan_8's solution](#)

994.

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

[Alihan_8's solution](#)

995.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Alihan_8's solution](#)

996.

252E

[Number Transformation · Tutorial](#)

Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Alihan_8's solution](#)

997.

2028D

[Alice's Adventures in Cards · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Alihan_8's solution](#)

998.

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

[Alihan_8's solution](#)

999.

1987E

[Wonderful Tree! · Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Alihan_8's solution](#)

1000.

1903E

[Geo Game · Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Alihan_8's solution](#)

1001.

1900D

[Small GCD · Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Alihan_8's solution](#)

1002.

103433K

[Right Expansion Of The Mind · Tutorial](#)

Rating: 2000 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1003.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1004.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Alihan_8's solution](#)

1005.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Alihan_8's solution](#)

1006.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Alihan_8's solution](#)

1007.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Alihan_8's solution](#)

1008.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Alihan_8's solution](#)

1009.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Alihan_8's solution](#)

1010.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[Alihan_8's solution](#)

1011.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Alihan_8's solution](#)

1012.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Alihan_8's solution](#)

1013.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Alihan_8's solution](#)

1014.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Alihan_8's solution](#)

1015.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-19 · last AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Alihan_8's solution](#)

1016.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Alihan_8's solution](#)

1017.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Alihan_8's solution](#)

1018.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

1019.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

1020.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Alihan_8's solution](#)

1021.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp

[Alihan_8's solution](#)

1022.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Alihan_8's solution](#)

1023.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Alihan_8's solution](#)

1024.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Alihan_8's solution](#)

1025.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Alihan_8's solution](#)

1026.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Alihan_8's solution](#)

1027.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, number theory

[Alihan_8's solution](#)

1028.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Alihan_8's solution](#)

1029.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Alihan_8's solution](#)

1030.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Alihan_8's solution](#)

1031.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alihan_8's solution](#)

1032.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Alihan_8's solution](#)

1033.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Alihan_8's solution](#)

1034.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Alihan_8's solution](#)

1035.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Alihan_8's solution](#)

1036.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Alihan_8's solution](#)

1037.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Alihan_8's solution](#)

1038.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Alihan_8's solution](#)

1039.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1040.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Alihan_8's solution](#)

1041.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math, sortings

[Alihan_8's solution](#)

1042.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Alihan_8's solution](#)

1043.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Alihan_8's solution](#)

1044.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Alihan_8's solution](#)

1045.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alihan_8's solution](#)

1046.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[Alihan_8's solution](#)

1047.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Alihan_8's solution](#)

1048.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Alihan_8's solution](#)

1049.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

1050.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Alihan_8's solution](#)

1051.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

1052.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Alihan_8's solution](#)

1053.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

two pointers

[Alihan_8's solution](#)

1054.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Alihan_8's solution](#)

1055.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Alihan_8's solution](#)

1056.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Alihan_8's solution](#)

1057.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Alihan_8's solution](#)

1058.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Alihan_8's solution](#)

1059.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Alihan_8's solution](#)

1060.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Alihan_8's solution](#)

1061.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Alihan_8's solution](#)

1062.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Alihan_8's solution](#)

1063.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

1064.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alihan_8's solution](#)

1065.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

1066.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alihan_8's solution](#)

1067.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Alihan_8's solution](#)

1068.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Alihan_8's solution](#)

1069.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alihan_8's solution](#)

1070.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Alihan_8's solution](#)

1071.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Alihan_8's solution](#)

1072.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1073.

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

[Alihan_8's solution](#)

1074.

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

[Alihan_8's solution](#)

1075.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Alihan_8's solution](#)

1076.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Alihan_8's solution](#)

1077.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Alihan_8's solution](#)

1078.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Alihan_8's solution](#)

1079.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Alihan_8's solution](#)

1080.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Alihan_8's solution](#)

1081.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Alihan_8's solution](#)

1082.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Alihan_8's solution](#)

1083.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Alihan_8's solution](#)

1084.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Alihan_8's solution](#)

1085.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[Alihan_8's solution](#)

1086.

1786E

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[Alihan_8's solution](#)

1087.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Alihan_8's solution](#)

1088.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[Alihan_8's solution](#)

1089.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Alihan_8's solution](#)

1090.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[Alihan_8's solution](#)

1091.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees
[Alihan_8's solution](#)

1092.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[Alihan_8's solution](#)

1093.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[Alihan_8's solution](#)

1094.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Alihan_8's solution](#)

1095.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Alihan_8's solution](#)

1096.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Alihan_8's solution](#)

1097.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Alihan_8's solution](#)

1098.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Alihan_8's solution](#)

1099.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-08-31 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Alihan_8's solution](#)

1100.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Alihan_8's solution](#)

1101.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Alihan_8's solution](#)

1102.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1103.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Alihan_8's solution](#)

1104.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Alihan_8's solution](#)

1105.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Alihan_8's solution](#)

1106.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Alihan_8's solution](#)

1107.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Alihan_8's solution](#)

1108.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Alihan_8's solution](#)

1109.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Alihan_8's solution](#)

1110.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Alihan_8's solution](#)

1111.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Alihan_8's solution](#)

1112.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Alihan_8's solution](#)

1113.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Alihan_8's solution](#)

1114.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[Alihan_8's solution](#)

1115.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Alihan_8's solution](#)

1116.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Alihan_8's solution](#)

1117.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Alihan_8's solution](#)

1118.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alihan_8's solution](#)

1119.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Alihan_8's solution](#)

1120.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Alihan_8's solution](#)

1121.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Alihan_8's solution](#)

1122.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Alihan_8's solution](#)

1123.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Alihan_8's solution](#)

1124.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Alihan_8's solution](#)

1125.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Alihan_8's solution](#)

1126.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1127.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Alihan_8's solution](#)

1128.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Alihan_8's solution](#)

1129.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Alihan_8's solution](#)

1130.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1131.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Alihan_8's solution](#)

1132.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Alihan_8's solution](#)

1133.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Alihan_8's solution](#)

1134.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Alihan_8's solution](#)

1135.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Alihan_8's solution](#)

1136.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Alihan_8's solution](#)

1137.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Alihan_8's solution](#)

1138.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Alihan_8's solution](#)

1139.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Alihan_8's solution](#)

1140.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Alihan_8's solution](#)

1141.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Alihan_8's solution](#)

1142.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Alihan_8's solution](#)

1143.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Alihan_8's solution](#)

1144.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Alihan_8's solution](#)

1145.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Alihan_8's solution](#)

1146.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Alihan_8's solution](#)

1147.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Alihan_8's solution](#)

1148.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Alihan_8's solution](#)

1149.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Alihan_8's solution](#)

1150.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Alihan_8's solution](#)

1151.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Alihan_8's solution](#)

1152.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Alihan_8's solution](#)

1153.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Alihan_8's solution](#)

1154.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Alihan_8's solution](#)

1155.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Alihan_8's solution](#)

1156.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Alihan_8's solution](#)

1157.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Alihan_8's solution](#)

1158.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Alihan_8's solution](#)

1159.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Alihan_8's solution](#)

1160.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Alihan_8's solution](#)

1161.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Alihan_8's solution](#)

1162.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Alihan_8's solution](#)

1163.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Alihan_8's solution](#)

1164.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Alihan_8's solution](#)

1165.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Alihan_8's solution](#)

1166.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

1167.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Alihan_8's solution](#)

1168.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Alihan_8's solution](#)

1169.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-01-15 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Alihan_8's solution](#)

1170.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Alihan_8's solution](#)

1171.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Alihan_8's solution](#)

1172.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Alihan_8's solution](#)

1173.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Alihan_8's solution](#)

1174.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Alihan_8's solution](#)

1175.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Alihan_8's solution](#)

1176.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Alihan_8's solution](#)

1177.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Alihan_8's solution](#)

1178.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Alihan_8's solution](#)

1179.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Alihan_8's solution](#)

1180.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Alihan_8's solution](#)

1181.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Alihan_8's solution](#)

1182.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Alihan_8's solution](#)

1183.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alihan_8's solution](#)

1184.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[Alihan_8's solution](#)

1185.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1186.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, math

[Alihan_8's solution](#)

1187.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Alihan_8's solution](#)

1188.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Alihan_8's solution](#)

1189.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Alihan_8's solution](#)

1190.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1191.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Alihan_8's solution](#)

1192.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Alihan_8's solution](#)

1193.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Alihan_8's solution](#)

1194.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1195.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Alihan_8's solution](#)

1196.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Alihan_8's solution](#)

1197.

1686F

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Alihan_8's solution](#)

1198.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Alihan_8's solution](#)

1199.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows

[Alihan_8's solution](#)

1200.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Alihan_8's solution](#)

1201.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Alihan_8's solution](#)

1202.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alihan_8's solution](#)

1203.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Alihan_8's solution](#)

1204.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Alihan_8's solution](#)

1205.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Alihan_8's solution](#)

1206.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Alihan_8's solution](#)

1207.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Alihan_8's solution](#)

1208.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Alihan_8's solution](#)

1209.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Alihan_8's solution](#)

1210.

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1211.

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1212.

104770F

[Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1213.

104770K

[Production Waste](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1214.

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1215.

104770C

[Carpet Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1216.

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1217.

104770E

[Accounting Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1218.

104770B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1219.

104770G

[Elevator Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1220.

104770A

[Square Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1221.

106141J

[Exercise for Dania](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1222.

106141B

[Code Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1223.

106141K

[Squirrel and Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1224.

106141E

[Fight Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1225.

106141A

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

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1226.

106141L

[Vector Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1227.

106141I

[Rick's Grades](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1228.

106141D

[How to Annoy a Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alihan_8's solution](#)

1229.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1230.

104730A

[B4=C;D=C O C5D =D5](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1231.

104730H

[A=0000;0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1232.

105507C

[AD5D50\\$> Cä1DT>CD0 C" 3C`CC 8CÔC](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1233.

105507G

[A=0000;0 C6@Cä ACä@D\\$8D >C\\$:D0](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1234.

105507J

[A6=C;A Cc 8 Ct0CÄ5CÔ0](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1235.

105507I

[BÔBC6C;À DÔBC 6C,ââ](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1236.

105507H

[ASKD18D\\$0CÔ8CP](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1237.

105507F

[ABCidô@C@](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1238.

105507E

[B:0DAtl4C=0 CÔO DÔ:Ct0CÄ5CÔ5](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1239.

105507L

[A,4CT0C`LCÔ0Dò DCäBCä3D 0DD8Dö](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1240.

105507D

[A@CCT>C @C 7Cä2C =C,,5 D BD >C=8](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1241.

105507B

[A7>C1K](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1242.

105507A

[A5>C0Cô:C 2CT;CäAC,,?CT4C](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1243.

105483J

[A\\$5C'60=8C' :Cä<C 8CÔ0D\\$>D CT;DÄ4C](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1244.

105483F

[Equinox · Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1245.

105483D

[Devilish Game · Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1246.

105483K

[Macro Tree · Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1247.

105483L

[AäGCT@CT4CÔ0Dò :C @D\\$>Dt=C O C,,3D O](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1248.

105483G

[Famous Smoothie](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1249.

105483H

[A <C > D > C\\$5D BC, 2D 5CÄO](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1250.

105483A

[A C A C > D AC <C€](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1251.

105483E

[BtCCD5D 0 Cö@C,,@Cä4D°](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1252.

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1253.

102436B

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

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1254.

102436A

[Cool Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1255.

102461B

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1256.

102461E

[Black Friday](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1257.

102461C

[Advertisement Profit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1258.

102461A

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1259.

102898B

[Teacher Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1260.

102898A

[Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1261.

104103B

[Matryoshka Inc](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1262.

104103C

[Password Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1263.

104103A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1264.

104879B

[Fraction Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1265.

104879C

[Public Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1266.

104879A

[Coffee Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1267.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1268.

100805I

[A01010](#) [TBC](#) [D41C'8C](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1269.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1270.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1271.

100805J

[A @ C ä C , 2 D ` 5 C ; C T B C ä G C = 8](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1272.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1273.

100805A

[A @ C ; B C = D : C , 5 D 4 G C T = D ` 5](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1274.

100805C

[A = B O ä r i a C 7 C 2 C ä 4 C R E C ä 7 D ö 8 C D](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1275.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1276.

100805E

[B U C @ 2 C T 4 C T = C , 5 C D @ C : C ä = C ä 2](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1277.

102399K

[B 1 5 D 5 C ö 0 D , : C](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1278.

102399F

[X O R D , 1 8 D D @ C ä 2 C = C , 5](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1279.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1280.

102399J

[A = C C ä D 4 @ D : C ä B C , : C ä 2](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1281.

102399C

[A,2C#D4HC#0-CD CD 0Dt>Cø 8 D\\$5Cä@C,,O C\\$5D >D6BCÔ>D BCT9](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1282.

102399H

[BD>C#C# A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1283.

102399L

[AD>Dri#C4>C' HC#0D@](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1284.

102399B

[A`8Dt#CäAD\\$ L D,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1285.

102399D

[AD\\$D#C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1286.

102399G

[B#5C#kCR BCäGC#8](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1287.

101979G

[A CD 3CT@D² 2 <McDuck's>>](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1288.

101979H

[A#5D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2024-11-11 · last AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1289.

101979K

[A#C#8D 8CÔB](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1290.

101979I

[A4=Cä#DÄ D,,;D6?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1291.

101979D

[A#C#DAD\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1292.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1293.

101979I

[AD80ä;Cä<D°](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1294.

101979F

[B4@C2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1295.

101979C

[AäE D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1296.

103457J

[AD>CfCä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1297.

103457B

[A :D\\$8C\\$=C O Cö>CD3CäBCä2C#0 Cç 1C,,BC\\$5](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1298.

103457H

[ATICR10ä;CT5 Ct0D"8D"5CÔ=C O D\\$ND LCÄ0](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1299.

103457E

[Secure Prison · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1300.

103457G

[Aç>Cç>Ct@C,,BCT;DÄ=D`5 CäBDt5D\\$K](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1301.

103457F

[B UC#C TICT=C,,5 D 8CÄ1C,,>D\\$>C](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1302.

103457I

[B 8CÄ1C,,>D\\$K C\\$=D4BD 8](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1303.

103457A

[B\\$10 BGT;DÄ=Cä5 Cö;C =C,,@Cä2C =C,,5](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1304.

103457C

[A" ?Cä0 :C E A\\$5CÔ>CÄ0](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1305.

105449F

[AÖAöAö](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1306.

103967D

[B 8CÄeCTBD 8Dt=D´5 C=0D BD°](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1307.

103967B

[A,,5D 0D EC,,O Dd8D\\$0CD5C´8](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1308.

103967J

[BTOCí0D" C,,:C](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1309.

103967A

[B·BD·50LC 0 C,,7 CöCD,,:C€](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1310.

103967G

[AÔ5012C =D´5 C4>D BC€](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1311.

103967I

[Aö>00502 8Cr :CäACÄ8Dt5D :Cä9 D\\$ND LCÄK](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1312.

103967E

[BÖDD5C=BC,,2CÔKC´ 4C\\$8C40D\\$5C´L](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1313.

102644H

[String Mood Updates · Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1314.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1315.

104840I

[Aö>04s0 ÔÖ C t0 B 8Cα>CÂ D 0C”<Cä<](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1316.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Alihan_8's solution](#)

1317.

104067F

[B BD5C´>Dt=C,,:](#)

Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1318.

104067E

[Trick or Treat!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1319.

104067I

[A,,ED\\$D 5D =D´5 C ô@C 7CD=Cä2C =C,,O](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1320.

104067C

[ADT0\\$0C”BCR @C 7CD5C´8CÄADò](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1321.

104067J

[AÄ5CÖA D\\$@D² 8 C´NCD8](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1322.

104067A

[B BD0D,,=D´5 Dt8D ;C](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1323.

104840J

[Secret Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1324.

104840F

[Sequence Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1325.

104840C

[B&CjBC€](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1326.

104840L

[AôCD\\$D,,5D BC\\$8CR : Cô@C,,<C,,BC,,2D0](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1327.

104840G

[A\\$J02D 0D”5CÔ8CR C’>C4> AÄ>D BC€](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1328.

104840E

[B 8C00CÔCD\\$0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1329.

104840B

[AD60T@ D 8C#C, 8 D BD >C#0](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1330.

104840A

[AÿCäD°](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1331.

104094C

[Tournament · Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1332.

104094B

[GPS Hack · Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1333.

104094E

[kex · Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1334.

104094A

[Meeting Near the Fountain · Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1335.

103369H

[ATICR>ED=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1336.

103369F

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

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1337.

103369D

[Aa7D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1338.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1339.

103369I

[B\\$@D41CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1340.

103369J

[AD5D\\$AC086' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1341.

103369B

[B4=C,0GD\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1342.

103994H

[A TD,5CÔ:C€](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1343.

103994J

[A@D0ä<CäCC4>C`LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1344.

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1345.

103994E

[B UCÄ1D BCäOD\\$5C`LCÔKCR 4CT@CT2DÄ0](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1346.

103994B

[A`QD,0ia,C, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1347.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1348.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1349.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1350.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1351.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1352.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1353.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1354.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1355.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1356.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1357.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1358.

100296G

[A@C|7D°](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1359.

100296I

[A5D5D\\$OC48C\\$OCÔ8CR :C =C BC](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1360.

100296E

[B\\$C5D>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1361.

100296C

[A4=0ä&D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1362.

100296H

[A0D"8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1363.

100296D

[A5C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1364.

100296B

[A4D5:CB 'CP](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1365.

100549D

[A,3D 0](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1366.

100549I

[B5D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1367.

100549J

[A5D8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1368.

100549A

[A@CÄDCTAD >D %C >D](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1369.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1370.

101636F

[A600CÔ4C<C,,O 2](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1371.

100850C

[B,,TCä;DÄ=C O CD5CÄ>C# @C BC,,O](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1372.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2023-11-30 · last AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1373.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1374.

100850H

[AäBD1QD" >C >D,,8C :C E](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1375.

100850J

[A6T0CäAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1376.

100850E

[A10CÔ8CÄ0D\\$5C´LCÔ>CR 4CT6D4 @D BC\\$>](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1377.

100850F

[B70C#>Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1378.

100850A

[A 3D>8Ô>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1379.

101636D

[B 7C\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1380.

101187D

[IQ D\\$5D>B<CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1381.

101187F

[A@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1382.

101187B

[A 2D\\$>C CD](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1383.

101187C

[A4>D &D 5 C`KCd8](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1384.

101187I

[AäDíGCÖKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1385.

101187K

[«A..AC>DäGC ND"5CR 8C`8» CÖ0CÖ>D 8D" >D\\$2CTBCÖKC' CCD0D](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1386.

101187A

[A<C>D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1387.

101636J

[B·002G!5D!5CÖ8CR A C#>CòLDò<C€](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1388.

101636G

[Aö00fa!](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1389.

101636C

[A&CÖD,,3D4@C FC,,>CÖ=D`9 DD0C";](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1390.

101636L

[A@C@AD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1391.

101636K

[BCT=CO>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1392.

101636M

[ASDAD\\$OCÔ>C\\$;CT=C,,5 CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1393.

101636A

[B\\$CÖiäCt<](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1394.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1395.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1396.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1397.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1398.

103483F

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1399.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1400.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1401.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1402.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1403.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1404.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1405.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1406.

1042915

[B47CtB0=0 CÔ D :C`>CÔ5](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1407.

1042901

[A\\$8C05Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1408.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1409.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1410.

102951D

[Static Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1411.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Cä >D\\$@CT7C=0](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1412.

100168R

[Aô@Oj=C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1413.

100168L

[AD;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1414.

100168G

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C'](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1415.

100168D

[A;Că10 4DĂ BD 5D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2022-11-30 · last AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1416.

100168C

[A;Că10 4DĂ <CÔ>C4>D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1417.

100168M

[B40C02CÔ5CÔ8CR ?D OCĂ>C' •](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1418.

100168B

[B43Că10 CĂ5Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1419.

100168A

[Aô;Cô0D =D'9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1420.

100135D

[D · Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1421.

100135C

[C · Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1422.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1423.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1424.

104052A

[Sheet Metal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1425.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1426.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1427.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1428.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1429.

100799G

[B > C < D](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1430.

100799J

[A < 20170DK CÔ C > C4 > CÔDP](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1431.

100799D

[A > D < B C 2C = 0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1432.

100799F

[AÄBC'KC' > C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1433.

100799I

[B DCCÄC =](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1434.

101136K

[B\\$OCÖO;CÄ tCÄ tC, '8D :C'NDt0DäICT5 C,,;C:°](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1435.

101136I

[Aä?CT@FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1436.

101136A

[A->C@D|,>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1437.

101136J

[B\\$@D4CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1438.

101136D

[BÖAC#OC`OD\\$>D](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1439.

101136H

[«A#BCäECäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1440.

101609A

[A70C#CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1441.

101609E

[B Uct=D`5 Dd8DD@D°](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1442.

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1443.

101609D

[Aö#CÖADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1444.

101609G

[Aö#D#T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1445.

101609K

[AD@Cä1C`5CÔ8CP](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1446.

102777K

[B-205AD\\$8 Cç =D4;Dà](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1447.

101967G

[A480r0,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1448.

101967D

[A50050t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1449.

101967E

[B 70ä60 ÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1450.

101967L

[B 70ä7DÄ:Cä BCTAD\\$>C](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1451.

101967A

[A\\$000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1452.

100529G

[AÄ5DizC,=](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1453.

100529H

[B-50480 BD 0Dd8Dò =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1454.

100529E

[A,3000l](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1455.

100529F

[AÔTABi8! AÔ A](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1456.

100529J

[Aççççl>C @C 7Cä2C =C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1457.

100529D

[ADNCOK](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1458.

100529B

[B,ODT&C BD°](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1459.

100529A

[ABCD-C&C@](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1460.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1461.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1462.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1463.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1464.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1465.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1466.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1467.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1468.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1469.

102777F

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1470.

102777G

[B\\$C\\$D 8D' <C 9Cä@](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1471.

102777D

[B 5D 8C ;D°](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1472.

102777C

[Bd2CtB CÔ0Dò 4CäAC=0](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1473.

102777B

[AÖCf8CÔ4D >CÂ Cä@Ct5](#)

Rating: — · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1474.

102777A

[AÄ00A C,,<C ;DÄ=D'9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1475.

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1476.

100091A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alihan_8's solution](#)

1477.

100093E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1478.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1479.

103665D

[Game of stones · Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1480.

103665B

[AöDî5C\\$>CDGC,,:](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1481.

103665A

[B 5Dq50Ô8CR 7C 4C G](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1482.

103666G

[ASCII-C400DC,,:C](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1483.

103666F

[AÄDî0C, <C BD QD,,:C€](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1484.

103666E

[B TÇä@CÔ0Dò .Cô8D\\$5D 0](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1485.

103666C

[AÄDîrAC,,0CÔAC#8CR =Cä;C,,:C€](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1486.

103666B

[B\\$@Cä9CÔ>C' \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alihan_8's solution](#)

1487.

103666A

[A ;E ÷CÄCô>CÄ=C, 2Cä7D 0D B A\\$8D\\$8!](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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Rating: — · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alihan_8's solution](#)

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Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alihan_8's solution](#)

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Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alihan_8's solution](#)

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Rating: — · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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[C](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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1503.

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