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Unique solved — Amirkhan Zakirov

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2136A
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1968A

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34.

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1913A

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59.

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69.

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83.

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97.

1802A

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Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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98.

1794A

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99.

1800A

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Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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100.

1611B

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Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

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101.

1778A

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Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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102.

1788A

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Quality: 53,041 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Amirkhan Zakirov's solution](#)

103.

1791C

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Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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104.

1791B

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Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Amirkhan Zakirov's solution](#)

105.

1791A

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Quality: 80,644 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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106.

1787A

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107.

1790B

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Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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108.

1790A

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Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

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109.

1780A

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Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

110.

1774A

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Quality: 23,532 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

111.

1783A

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Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Amirkhan Zakirov's solution](#)

112.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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113.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Amirkhan Zakirov's solution](#)

114.

1549A

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Quality: 35,567 global accepts · Rating: 800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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115.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

116.

1762A

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

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

[Amirkhan Zakirov's solution](#)

117.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

118.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,065 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Amirkhan Zakirov's solution](#)

119.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Amirkhan Zakirov's solution](#)

120.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Amirkhan Zakirov's solution](#)

121.

1352A

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Quality: 104,153 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Amirkhan Zakirov's solution](#)

122.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Amirkhan Zakirov's solution](#)

123.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[Amirkhan Zakirov's solution](#)

124.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[Amirkhan Zakirov's solution](#)

125.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Amirkhan Zakirov's solution](#)

126.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Amirkhan Zakirov's solution](#)

127.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Amirkhan Zakirov's solution](#)

128.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Amirkhan Zakirov's solution](#)

129.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Amirkhan Zakirov's solution](#)

130.

1760B

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

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Amirkhan Zakirov's solution](#)

131.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Amirkhan Zakirov's solution](#)

132.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

133.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

134.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Amirkhan Zakirov's solution](#)

135.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amirkhan Zakirov's solution](#)

136.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Amirkhan Zakirov's solution](#)

137.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

138.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

139.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Amirkhan_Zakirov's solution](#)

140.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

141.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Amirkhan_Zakirov's solution](#)

142.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan_Zakirov's solution](#)

143.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,440 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan_Zakirov's solution](#)

144.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Amirkhan_Zakirov's solution](#)

145.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

146.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

147.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

148.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

149.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

150.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amirkhan_Zakirov's solution](#)

151.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

152.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan_Zakirov's solution](#)

153.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Amirkhan_Zakirov's solution](#)

154.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

155.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

156.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

157.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,127 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Amirkhan_Zakirov's solution](#)

158.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan_Zakirov's solution](#)

159.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Amirkhan_Zakirov's solution](#)

160.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

161.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

number theory

[Amirkhan_Zakirov's solution](#)

162.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Amirkhan_Zakirov's solution](#)

163.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

164.

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

[Amirkhan_Zakirov's solution](#)

165.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Amirkhan_Zakirov's solution](#)

166.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Amirkhan_Zakirov's solution](#)

167.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

168.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

169.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Amirkhan_Zakirov's solution](#)

170.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

171.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Amirkhan_Zakirov's solution](#)

172.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

173.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

174.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

175.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

176.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Amirkhan Zakirov's solution](#)

177.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

178.

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Amirkhan Zakirov's solution](#)

179.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Amirkhan Zakirov's solution](#)

180.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Amirkhan Zakirov's solution](#)

181.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

182.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

183.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan_Zakirov's solution](#)

184.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

185.

1433A

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

Quality: 62,661 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

186.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

187.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

188.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

189.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

190.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Amirkhan_Zakirov's solution](#)

191.

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

[Amirkhan_Zakirov's solution](#)

192.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Amirkhan_Zakirov's solution](#)

193.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amirkhan_Zakirov's solution](#)

194.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Amirkhan_Zakirov's solution](#)

195.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

196.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Amirkhan_Zakirov's solution](#)

197.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Amirkhan_Zakirov's solution](#)

198.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

199.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Amirkhan_Zakirov's solution](#)

200.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

201.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

202.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Amirkhan_Zakirov's solution](#)

203.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan_Zakirov's solution](#)

204.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Amirkhan_Zakirov's solution](#)

205.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

206.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

207.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

208.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

209.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Amirkhan Zakirov's solution](#)

210.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,192 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Amirkhan Zakirov's solution](#)

211.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Amirkhan Zakirov's solution](#)

212.

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

213.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amirkhan Zakirov's solution](#)

214.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

215.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

216.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[Amirkhan Zakirov's solution](#)

217.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Amirkhan Zakirov's solution](#)

218.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

219.

1692C

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

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

220.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

221.

1690C

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

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

222.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amirkhan Zakirov's solution](#)

223.

1690A

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

Quality: 35,637 global accepts · Rating: 800 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

224.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Amirkhan Zakirov's solution](#)

225.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Amirkhan Zakirov's solution](#)

226.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2022-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, probabilities

[Amirkhan Zakirov's solution](#)

227.

1676C

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

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, strings

[Amirkhan Zakirov's solution](#)

228.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Amirkhan Zakirov's solution](#)

229.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,442 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

230.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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231.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

232.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

233.

1560A

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

Quality: 73,519 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

234.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Amirkhan Zakirov's solution](#)

235.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

236.

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2022-04-29 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

237.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

238.

1650A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-04-26 · PyPy 3 (first AC) · Tags: implementation, strings
[Amirkhan Zakirov's solution](#)

239.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2022-04-25 · PyPy 3 (first AC) · Tags: math, strings
[Amirkhan Zakirov's solution](#)

240.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2022-04-25 · PyPy 3 (first AC) · Tags: implementation, strings
[Amirkhan Zakirov's solution](#)

241.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Amirkhan Zakirov's solution](#)

242.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,554 global accepts · Rating: 800 · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: implementation, sortings
[Amirkhan Zakirov's solution](#)

243.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · PyPy 3 (first AC) · Tags: games, implementation, math
[Amirkhan Zakirov's solution](#)

244.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,568 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Amirkhan Zakirov's solution](#)

245.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Amirkhan Zakirov's solution](#)

246.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Amirkhan Zakirov's solution](#)

247.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Amirkhan Zakirov's solution](#)

248.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, strings
[Amirkhan Zakirov's solution](#)

249.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

250.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2022-02-15 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

251.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-01-26 · last AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Amirkhan_Zakirov's solution](#)

252.

1624A

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

Quality: 60,286 global accepts · Rating: 800 · first AC: 2022-01-11 · PyPy 3 (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

253.

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2022-01-11 · Python 3 (first AC) · Tags: brute force, greedy

[Amirkhan_Zakirov's solution](#)

254.

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: strings

[Amirkhan_Zakirov's solution](#)

255.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: brute force, math

[Amirkhan_Zakirov's solution](#)

256.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,938 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Amirkhan_Zakirov's solution](#)

257.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Amirkhan_Zakirov's solution](#)

258.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Amirkhan_Zakirov's solution](#)

259.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

260.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Amirkhan Zakirov's solution](#)

261.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Amirkhan Zakirov's solution](#)

262.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

263.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

264.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

265.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Amirkhan Zakirov's solution](#)

266.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

267.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Amirkhan Zakirov's solution](#)

268.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

269.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan Zakirov's solution](#)

270.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy,

math, number theory

[Amirkhan Zakirov's solution](#)

271.

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

272.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

273.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

274.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

275.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Amirkhan Zakirov's solution](#)

276.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

277.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

278.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amirkhan Zakirov's solution](#)

279.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Amirkhan Zakirov's solution](#)

280.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

281.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

282.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Amirkhan_Zakirov's solution](#)

283.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

284.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

285.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Amirkhan_Zakirov's solution](#)

286.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan_Zakirov's solution](#)

287.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Amirkhan_Zakirov's solution](#)

288.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

289.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Amirkhan_Zakirov's solution](#)

290.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Amirkhan_Zakirov's solution](#)

291.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Amirkhan_Zakirov's solution](#)

292.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan_Zakirov's solution](#)

293.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Amirkhan_Zakirov's solution](#)

294.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Amirkhan_Zakirov's solution](#)

295.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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296.

1749B

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Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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297.

1742C

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298.

1679A

[AvtoBus](#) · [Tutorial](#)

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[Amirkhan_Zakirov's solution](#)

299.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan_Zakirov's solution](#)

300.

1433C

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Quality: 28,607 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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301.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan_Zakirov's solution](#)

302.

1714A

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Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Amirkhan_Zakirov's solution](#)

303.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Amirkhan_Zakirov's solution](#)

304.

1675B

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Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

305.

580A

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Quality: 104,711 global accepts · Rating: 900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Amirkhan_Zakirov's solution](#)

306.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

307.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

308.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

309.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Amirkhan_Zakirov's solution](#)

310.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Amirkhan_Zakirov's solution](#)

311.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan_Zakirov's solution](#)

312.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Amirkhan_Zakirov's solution](#)

313.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Amirkhan_Zakirov's solution](#)

314.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Amirkhan Zakirov's solution](#)

315.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

316.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Amirkhan Zakirov's solution](#)

317.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Amirkhan Zakirov's solution](#)

318.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Amirkhan Zakirov's solution](#)

319.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

320.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

321.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

322.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Amirkhan Zakirov's solution](#)

323.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

324.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

325.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Amirkhan Zakirov's solution](#)

326.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Amirkhan Zakirov's solution](#)

327.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Amirkhan Zakirov's solution](#)

328.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Amirkhan Zakirov's solution](#)

329.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Amirkhan Zakirov's solution](#)

330.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Amirkhan Zakirov's solution](#)

331.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Amirkhan Zakirov's solution](#)

332.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Amirkhan Zakirov's solution](#)

333.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Amirkhan Zakirov's solution](#)

334.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[Amirkhan Zakirov's solution](#)

335.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Amirkhan Zakirov's solution](#)

336.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Amirkhan_Zakirov's solution](#)

337.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amirkhan_Zakirov's solution](#)

338.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Amirkhan_Zakirov's solution](#)

339.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

340.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

341.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan_Zakirov's solution](#)

342.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Amirkhan_Zakirov's solution](#)

343.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Amirkhan_Zakirov's solution](#)

344.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Amirkhan_Zakirov's solution](#)

345.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

346.

1690D

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

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Amirkhan_Zakirov's solution](#)

347.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Amirkhan Zakirov's solution](#)

348.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amirkhan Zakirov's solution](#)

349.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Amirkhan Zakirov's solution](#)

350.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-09-14 · PyPy 3 (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

351.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

352.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amirkhan Zakirov's solution](#)

353.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-04 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings

[Amirkhan Zakirov's solution](#)

354.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

355.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

356.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

357.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[Amirkhan Zakirov's solution](#)

358.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Amirkhan Zakirov's solution](#)

359.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Amirkhan Zakirov's solution](#)

360.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[Amirkhan Zakirov's solution](#)

361.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Amirkhan Zakirov's solution](#)

362.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Amirkhan Zakirov's solution](#)

363.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Amirkhan Zakirov's solution](#)

364.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[Amirkhan Zakirov's solution](#)

365.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Amirkhan Zakirov's solution](#)

366.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Amirkhan Zakirov's solution](#)

367.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[Amirkhan Zakirov's solution](#)

368.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Amirkhan Zakirov's solution](#)

369.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Amirkhan Zakirov's solution](#)

370.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

371.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Amirkhan Zakirov's solution](#)

372.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Amirkhan Zakirov's solution](#)

373.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

374.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Amirkhan Zakirov's solution](#)

375.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[Amirkhan Zakirov's solution](#)

376.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Amirkhan Zakirov's solution](#)

377.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Amirkhan Zakirov's solution](#)

378.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,519 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Amirkhan Zakirov's solution](#)

379.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Amirkhan Zakirov's solution](#)

380.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

381.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Amirkhan Zakirov's solution](#)

382.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Amirkhan Zakirov's solution](#)

383.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

384.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Amirkhan Zakirov's solution](#)

385.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Amirkhan Zakirov's solution](#)

386.

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan Zakirov's solution](#)

387.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Amirkhan Zakirov's solution](#)

388.

1807G2

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

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Amirkhan Zakirov's solution](#)

389.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Amirkhan Zakirov's solution](#)

390.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Amirkhan Zakirov's solution](#)

391.

1791G1

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392.

1624C

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393.

1729C

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394.

313B

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Quality: 54,513 global accepts · Rating: 1100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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395.

456A

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396.

270A

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397.

363B

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398.

158B

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Quality: 103,848 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation

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399.

706B

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Quality: 84,487 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation
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400.

1213B

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Quality: 31,561 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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401.

1760E

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Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
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402.

1759C

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403.

160B

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404.

1676E

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Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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405.

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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406.

1742D

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Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
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407.

1741C

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408.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
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409.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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410.

1739B

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411.

1708B

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[Amirkhan Zakirov's solution](#)

412.

1703D

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Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[Amirkhan Zakirov's solution](#)

413.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Amirkhan Zakirov's solution](#)

414.

1692D

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Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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415.

25B

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Quality: 11,257 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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416.

1675C

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Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

417.

1669D

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-05-04 · PyPy 3-64 (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

418.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Amirkhan Zakirov's solution](#)

419.

1848B

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Quality: 24,417 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Amirkhan Zakirov's solution](#)

420.

2069B

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Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

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421.

2021B

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Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

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422.

2005B2

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Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Amirkhan Zakirov's solution](#)

423.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

424.

1992D

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Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Amirkhan Zakirov's solution](#)

425.

1983B

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Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

426.

1987C

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Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Amirkhan Zakirov's solution](#)

427.

1982B

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Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

428.

1982C

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Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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429.

1975C

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Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Amirkhan Zakirov's solution](#)

430.

1985E

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Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[Amirkhan Zakirov's solution](#)

431.

1979C

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Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[Amirkhan Zakirov's solution](#)

432.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Amirkhan Zakirov's solution](#)

433.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Amirkhan Zakirov's solution](#)

434.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
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435.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[Amirkhan Zakirov's solution](#)

436.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[Amirkhan Zakirov's solution](#)

437.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Amirkhan Zakirov's solution](#)

438.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings
[Amirkhan Zakirov's solution](#)

439.

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings
[Amirkhan Zakirov's solution](#)

440.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Amirkhan Zakirov's solution](#)

441.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

442.

1875B

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

Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Amirkhan Zakirov's solution](#)

443.

1870B

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Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Amirkhan Zakirov's solution](#)

444.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

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445.

1846D

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Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Amirkhan Zakirov's solution](#)

446.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Amirkhan Zakirov's solution](#)

447.

1843D

[Apple Tree](#) · [Tutorial](#)

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448.

1826A

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449.

1832C

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450.

1294B

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Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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451.

1311B

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[Amirkhan_Zakirov's solution](#)

452.

1822D

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453.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amirkhan_Zakirov's solution](#)

454.

1433D

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Quality: 30,587 global accepts · Rating: 1200 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Amirkhan_Zakirov's solution](#)

455.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[Amirkhan_Zakirov's solution](#)

456.

1490D

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Quality: 21,675 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

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457.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Amirkhan_Zakirov's solution](#)

458.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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459.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Amirkhan_Zakirov's solution](#)

460.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amirkhan_Zakirov's solution](#)

461.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

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462.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Amirkhan Zakirov's solution](#)

463.

1399C

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

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[Amirkhan Zakirov's solution](#)

464.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Amirkhan Zakirov's solution](#)

465.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Amirkhan Zakirov's solution](#)

466.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Amirkhan Zakirov's solution](#)

467.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Amirkhan Zakirov's solution](#)

468.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

469.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Amirkhan Zakirov's solution](#)

470.

1729D

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

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Amirkhan Zakirov's solution](#)

471.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Amirkhan_Zakirov's solution](#)

472.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Amirkhan_Zakirov's solution](#)

473.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Amirkhan_Zakirov's solution](#)

474.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Amirkhan_Zakirov's solution](#)

475.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Amirkhan_Zakirov's solution](#)

476.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Amirkhan_Zakirov's solution](#)

477.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Amirkhan_Zakirov's solution](#)

478.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Amirkhan_Zakirov's solution](#)

479.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Amirkhan_Zakirov's solution](#)

480.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan_Zakirov's solution](#)

481.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Amirkhan_Zakirov's solution](#)

482.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Amirkhan Zakirov's solution](#)

483.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Amirkhan Zakirov's solution](#)

484.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

485.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Amirkhan Zakirov's solution](#)

486.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Amirkhan Zakirov's solution](#)

487.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

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488.

1768C

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

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489.

1108C

[Nice Garland](#) · [Tutorial](#)

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490.

2031C

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Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Amirkhan Zakirov's solution](#)

491.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Amirkhan Zakirov's solution](#)

492.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Amirkhan Zakirov's solution](#)

493.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

494.

1978C

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Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

495.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Amirkhan Zakirov's solution](#)

496.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Amirkhan Zakirov's solution](#)

497.

1973B

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Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Amirkhan Zakirov's solution](#)

498.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Amirkhan Zakirov's solution](#)

499.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Amirkhan Zakirov's solution](#)

500.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Amirkhan Zakirov's solution](#)

501.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Amirkhan Zakirov's solution](#)

502.

1602C

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

Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[Amirkhan Zakirov's solution](#)

503.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

504.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Amirkhan Zakirov's solution](#)

505.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Amirkhan Zakirov's solution](#)

506.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Amirkhan Zakirov's solution](#)

507.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

508.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Amirkhan Zakirov's solution](#)

509.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Amirkhan Zakirov's solution](#)

510.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Amirkhan Zakirov's solution](#)

511.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Amirkhan Zakirov's solution](#)

512.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Amirkhan Zakirov's solution](#)

513.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Amirkhan Zakirov's solution](#)

514.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Amirkhan Zakirov's solution](#)

515.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Amirkhan Zakirov's solution](#)

516.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[Amirkhan Zakirov's solution](#)

517.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Amirkhan Zakirov's solution](#)

518.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Amirkhan Zakirov's solution](#)

519.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Amirkhan Zakirov's solution](#)

520.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Amirkhan Zakirov's solution](#)

521.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[Amirkhan Zakirov's solution](#)

522.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[Amirkhan Zakirov's solution](#)

523.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

524.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Amirkhan Zakirov's solution](#)

525.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

526.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Amirkhan Zakirov's solution](#)

527.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

528.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Amirkhan Zakirov's solution](#)

529.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[Amirkhan Zakirov's solution](#)

530.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

531.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

532.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Amirkhan Zakirov's solution](#)

533.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Amirkhan Zakirov's solution](#)

534.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[Amirkhan Zakirov's solution](#)

535.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Amirkhan Zakirov's solution](#)

536.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[Amirkhan Zakirov's solution](#)

537.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Amirkhan Zakirov's solution](#)

538.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Amirkhan Zakirov's solution](#)

539.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Amirkhan Zakirov's solution](#)

540.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Amirkhan Zakirov's solution](#)

541.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Amirkhan Zakirov's solution](#)

542.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers
[Amirkhan Zakirov's solution](#)

543.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy,

implementation, math

[Amirkhan Zakirov's solution](#)

544.

2067D

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

Rating: 1400 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Amirkhan Zakirov's solution](#)

545.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Amirkhan Zakirov's solution](#)

546.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Amirkhan Zakirov's solution](#)

547.

2020C

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Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Amirkhan Zakirov's solution](#)

548.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Amirkhan Zakirov's solution](#)

549.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Amirkhan Zakirov's solution](#)

550.

2008F

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Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Amirkhan Zakirov's solution](#)

551.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Amirkhan Zakirov's solution](#)

552.

1972C

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

Rating: 1400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Amirkhan Zakirov's solution](#)

553.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Amirkhan Zakirov's solution](#)

554.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Amirkhan Zakirov's solution](#)

555.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

556.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Amirkhan Zakirov's solution](#)

557.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

558.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Amirkhan Zakirov's solution](#)

559.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Amirkhan Zakirov's solution](#)

560.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

561.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Amirkhan Zakirov's solution](#)

562.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Amirkhan Zakirov's solution](#)

563.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Amirkhan_Zakirov's solution](#)

564.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Amirkhan_Zakirov's solution](#)

565.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Amirkhan_Zakirov's solution](#)

566.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Amirkhan_Zakirov's solution](#)

567.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amirkhan_Zakirov's solution](#)

568.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Amirkhan_Zakirov's solution](#)

569.

1894C

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

Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Amirkhan_Zakirov's solution](#)

570.

1888D1

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

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

[Amirkhan_Zakirov's solution](#)

571.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Amirkhan_Zakirov's solution](#)

572.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Amirkhan_Zakirov's solution](#)

573.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Amirkhan_Zakirov's solution](#)

574.

1855C1

[Dual \(Easy Version\) · Tutorial](#)

Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Amirkhan Zakirov's solution](#)

575.

1863D

[Two-Colored Dominoes · Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

576.

1878E

[Iva & Pav · Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Amirkhan Zakirov's solution](#)

577.

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

578.

1833D

[Flipper · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

579.

1825C

[LuoTianyi and the Show · Tutorial](#)

Rating: 1400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

580.

1805C

[Place for a Selfie · Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Amirkhan Zakirov's solution](#)

581.

1579D

[Productive Meeting · Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Amirkhan Zakirov's solution](#)

582.

1520E

[Arranging The Sheep · Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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583.

1490E

[Accidental Victory · Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Amirkhan Zakirov's solution](#)

584.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Amirkhan Zakirov's solution](#)

585.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Amirkhan Zakirov's solution](#)

586.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

587.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Amirkhan Zakirov's solution](#)

588.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

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589.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

590.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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591.

1195C

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Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

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592.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Amirkhan Zakirov's solution](#)

593.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Amirkhan Zakirov's solution](#)

594.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

595.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Amirkhan Zakirov's solution](#)

596.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Amirkhan Zakirov's solution](#)

597.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Amirkhan Zakirov's solution](#)

598.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Amirkhan Zakirov's solution](#)

599.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

600.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

601.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

602.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Amirkhan Zakirov's solution](#)

603.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Amirkhan Zakirov's solution](#)

604.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Amirkhan_Zakirov's solution](#)

605.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Amirkhan_Zakirov's solution](#)

606.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Amirkhan_Zakirov's solution](#)

607.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Amirkhan_Zakirov's solution](#)

608.

2078C

[Breach of Faith](#) · [Tutorial](#)

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

[Amirkhan_Zakirov's solution](#)

609.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Amirkhan_Zakirov's solution](#)

610.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Amirkhan_Zakirov's solution](#)

611.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Amirkhan_Zakirov's solution](#)

612.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Amirkhan_Zakirov's solution](#)

613.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Amirkhan_Zakirov's solution](#)

614.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math

[Amirkhan_Zakirov's solution](#)

615.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

616.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Amirkhan Zakirov's solution](#)

617.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

618.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Amirkhan Zakirov's solution](#)

619.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Amirkhan Zakirov's solution](#)

620.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Amirkhan Zakirov's solution](#)

621.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Amirkhan Zakirov's solution](#)

622.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Amirkhan Zakirov's solution](#)

623.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Amirkhan Zakirov's solution](#)

624.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

625.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[Amirkhan Zakirov's solution](#)

626.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[Amirkhan Zakirov's solution](#)

627.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[Amirkhan Zakirov's solution](#)

628.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Amirkhan Zakirov's solution](#)

629.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Amirkhan Zakirov's solution](#)

630.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math
[Amirkhan Zakirov's solution](#)

631.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[Amirkhan Zakirov's solution](#)

632.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Amirkhan Zakirov's solution](#)

633.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[Amirkhan Zakirov's solution](#)

634.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Amirkhan Zakirov's solution](#)

635.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Amirkhan Zakirov's solution](#)

636.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Amirkhan Zakirov's solution](#)

637.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Amirkhan Zakirov's solution](#)

638.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

639.

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Amirkhan Zakirov's solution](#)

640.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Amirkhan Zakirov's solution](#)

641.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Amirkhan Zakirov's solution](#)

642.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Amirkhan Zakirov's solution](#)

643.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,284 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Amirkhan Zakirov's solution](#)

644.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Amirkhan Zakirov's solution](#)

645.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[Amirkhan Zakirov's solution](#)

646.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation
[Amirkhan Zakirov's solution](#)

647.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[Amirkhan Zakirov's solution](#)

648.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Amirkhan Zakirov's solution](#)

649.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Amirkhan Zakirov's solution](#)

650.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[Amirkhan Zakirov's solution](#)

651.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,899 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers
[Amirkhan Zakirov's solution](#)

652.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[Amirkhan Zakirov's solution](#)

653.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Amirkhan Zakirov's solution](#)

654.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Amirkhan Zakirov's solution](#)

655.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, sortings

[Amirkhan Zakirov's solution](#)

656.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Amirkhan Zakirov's solution](#)

657.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Amirkhan Zakirov's solution](#)

658.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

659.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Amirkhan Zakirov's solution](#)

660.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Amirkhan Zakirov's solution](#)

661.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Amirkhan Zakirov's solution](#)

662.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Amirkhan Zakirov's solution](#)

663.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Amirkhan Zakirov's solution](#)

664.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Amirkhan Zakirov's solution](#)

665.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Amirkhan Zakirov's solution](#)

666.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Amirkhan Zakirov's solution](#)

667.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, strings, two pointers

[Amirkhan Zakirov's solution](#)

668.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Amirkhan Zakirov's solution](#)

669.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Amirkhan Zakirov's solution](#)

670.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Amirkhan Zakirov's solution](#)

671.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

672.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Amirkhan Zakirov's solution](#)

673.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Amirkhan Zakirov's solution](#)

674.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

675.

1792C

[Min Max Sort](#) · [Tutorial](#)

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676.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

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677.

1873G

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678.

1851E

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Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

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679.

1811E

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[Amirkhan Zakirov's solution](#)

680.

1857E

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Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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681.

1872E

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682.

1850G

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683.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

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684.

1352F

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Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

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685.

1722G

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Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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686.

1426D

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Quality: 17,602 global accepts · Rating: 1500 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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687.

1399D

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Quality: 19,902 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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688.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Amirkhan Zakirov's solution](#)

689.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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690.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

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691.

1490F

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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Amirkhan Zakirov's solution](#)

692.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Amirkhan Zakirov's solution](#)

693.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

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694.

1744E1

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Quality: 12,653 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

695.

1800E2

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Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Amirkhan Zakirov's solution](#)

696.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Amirkhan Zakirov's solution](#)

697.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[Amirkhan Zakirov's solution](#)

698.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Amirkhan Zakirov's solution](#)

699.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Amirkhan Zakirov's solution](#)

700.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Amirkhan Zakirov's solution](#)

701.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

702.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Amirkhan Zakirov's solution](#)

703.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Amirkhan Zakirov's solution](#)

704.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Amirkhan Zakirov's solution](#)

705.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Amirkhan Zakirov's solution](#)

706.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Amirkhan Zakirov's solution](#)

707.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Amirkhan Zakirov's solution](#)

708.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Amirkhan Zakirov's solution](#)

709.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Amirkhan Zakirov's solution](#)

710.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

711.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math

[Amirkhan Zakirov's solution](#)

712.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Amirkhan Zakirov's solution](#)

713.

730G

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Quality: 2,311 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Amirkhan Zakirov's solution](#)

714.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Amirkhan Zakirov's solution](#)

715.

2004D

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Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Amirkhan Zakirov's solution](#)

716.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Amirkhan Zakirov's solution](#)

717.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

718.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Amirkhan Zakirov's solution](#)

719.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Amirkhan Zakirov's solution](#)

720.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Amirkhan Zakirov's solution](#)

721.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Amirkhan Zakirov's solution](#)

722.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Amirkhan Zakirov's solution](#)

723.

1971F

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Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Amirkhan Zakirov's solution](#)

724.

343B

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

Quality: 17,319 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

725.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Amirkhan Zakirov's solution](#)

726.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[Amirkhan Zakirov's solution](#)

727.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Amirkhan Zakirov's solution](#)

728.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Amirkhan Zakirov's solution](#)

729.

1779C

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Quality: 14,394 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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730.

1771C

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Quality: 11,599 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Amirkhan Zakirov's solution](#)

731.

660C

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Quality: 10,757 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

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732.

1198B

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Quality: 9,990 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[Amirkhan Zakirov's solution](#)

733.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

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734.

1234D

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Quality: 18,594 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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735.

1358C

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Quality: 18,346 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math

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736.

1334C

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Quality: 17,925 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Amirkhan Zakirov's solution](#)

737.

431C

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Quality: 29,786 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

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738.

235A

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Quality: 20,987 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Amirkhan Zakirov's solution](#)

739.

1336A

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Quality: 24,671 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Amirkhan Zakirov's solution](#)

740.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Amirkhan Zakirov's solution](#)

741.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Amirkhan Zakirov's solution](#)

742.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

743.

1165D

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Quality: 19,725 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

744.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Amirkhan Zakirov's solution](#)

745.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Amirkhan Zakirov's solution](#)

746.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[Amirkhan Zakirov's solution](#)

747.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Amirkhan Zakirov's solution](#)

748.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

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749.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[Amirkhan Zakirov's solution](#)

750.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Amirkhan Zakirov's solution](#)

751.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Amirkhan Zakirov's solution](#)

752.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amirkhan Zakirov's solution](#)

753.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Amirkhan Zakirov's solution](#)

754.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Amirkhan Zakirov's solution](#)

755.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Amirkhan Zakirov's solution](#)

756.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

757.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Amirkhan Zakirov's solution](#)

758.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Amirkhan Zakirov's solution](#)

759.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Amirkhan Zakirov's solution](#)

760.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Amirkhan Zakirov's solution](#)

761.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Amirkhan Zakirov's solution](#)

762.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Amirkhan Zakirov's solution](#)

763.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Amirkhan Zakirov's solution](#)

764.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Amirkhan Zakirov's solution](#)

765.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Amirkhan Zakirov's solution](#)

766.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

767.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math
[Amirkhan_Zakirov's solution](#)

768.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Amirkhan_Zakirov's solution](#)

769.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Amirkhan_Zakirov's solution](#)

770.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
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771.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
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772.

1512E

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Quality: 11,384 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Amirkhan_Zakirov's solution](#)

773.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Amirkhan_Zakirov's solution](#)

774.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Amirkhan_Zakirov's solution](#)

775.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
[Amirkhan_Zakirov's solution](#)

776.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[Amirkhan_Zakirov's solution](#)

777.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Amirkhan Zakirov's solution](#)

778.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Amirkhan Zakirov's solution](#)

779.

1702E

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Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Amirkhan Zakirov's solution](#)

780.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Amirkhan Zakirov's solution](#)

781.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Amirkhan Zakirov's solution](#)

782.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Amirkhan Zakirov's solution](#)

783.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Amirkhan Zakirov's solution](#)

784.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Amirkhan Zakirov's solution](#)

785.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Amirkhan Zakirov's solution](#)

786.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Amirkhan Zakirov's solution](#)

787.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Amirkhan Zakirov's solution](#)

788.

2031D

[Penchick and Desert Rabbit](#) · Tutorial

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Amirkhan Zakirov's solution](#)

789.

2024D

[Skipping](#) · Tutorial

Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Amirkhan Zakirov's solution](#)

790.

1413D

[Shurikens](#) · Tutorial

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Amirkhan Zakirov's solution](#)

791.

1798C

[Candy Store](#) · Tutorial

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Amirkhan Zakirov's solution](#)

792.

1392D

[Omkar and Bed Wars](#) · Tutorial

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Amirkhan Zakirov's solution](#)

793.

1093D

[Beautiful Graph](#) · Tutorial

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Amirkhan Zakirov's solution](#)

794.

225C

[Barcode](#) · Tutorial

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Amirkhan Zakirov's solution](#)

795.

2019E

[Tree Pruning](#) · Tutorial

Rating: 1700 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Amirkhan Zakirov's solution](#)

796.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Amirkhan Zakirov's solution](#)

797.

1992E

[Novice's Mistake](#) · Tutorial

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, strings
[Amirkhan Zakirov's solution](#)

798.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Amirkhan Zakirov's solution](#)

799.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

800.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Amirkhan Zakirov's solution](#)

801.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Amirkhan Zakirov's solution](#)

802.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Amirkhan Zakirov's solution](#)

803.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Amirkhan Zakirov's solution](#)

804.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

805.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Amirkhan Zakirov's solution](#)

806.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Amirkhan Zakirov's solution](#)

807.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation,

strings

[Amirkhan Zakirov's solution](#)

808.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings

[Amirkhan Zakirov's solution](#)

809.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

810.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Amirkhan Zakirov's solution](#)

811.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Amirkhan Zakirov's solution](#)

812.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Amirkhan Zakirov's solution](#)

813.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Amirkhan Zakirov's solution](#)

814.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Amirkhan Zakirov's solution](#)

815.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

816.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Amirkhan Zakirov's solution](#)

817.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Amirkhan Zakirov's solution](#)

818.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Amirkhan Zakirov's solution](#)

819.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Amirkhan Zakirov's solution](#)

820.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Amirkhan Zakirov's solution](#)

821.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Amirkhan Zakirov's solution](#)

822.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Amirkhan Zakirov's solution](#)

823.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Amirkhan Zakirov's solution](#)

824.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Amirkhan Zakirov's solution](#)

825.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Amirkhan Zakirov's solution](#)

826.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Amirkhan Zakirov's solution](#)

827.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[Amirkhan Zakirov's solution](#)

828.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Amirkhan Zakirov's solution](#)

829.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[Amirkhan Zakirov's solution](#)

830.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Amirkhan Zakirov's solution](#)

831.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[Amirkhan Zakirov's solution](#)

832.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Amirkhan Zakirov's solution](#)

833.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[Amirkhan Zakirov's solution](#)

834.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Amirkhan Zakirov's solution](#)

835.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[Amirkhan Zakirov's solution](#)

836.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[Amirkhan Zakirov's solution](#)

837.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Amirkhan Zakirov's solution](#)

838.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: games
[Amirkhan Zakirov's solution](#)

839.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[Amirkhan Zakirov's solution](#)

840.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[Amirkhan Zakirov's solution](#)

841.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[Amirkhan Zakirov's solution](#)

842.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[Amirkhan Zakirov's solution](#)

843.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[Amirkhan Zakirov's solution](#)

844.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[Amirkhan Zakirov's solution](#)

845.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[Amirkhan Zakirov's solution](#)

846.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[Amirkhan Zakirov's solution](#)

847.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Amirkhan Zakirov's solution](#)

848.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Amirkhan Zakirov's solution](#)

849.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Amirkhan Zakirov's solution](#)

850.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Amirkhan Zakirov's solution](#)

851.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers

[Amirkhan Zakirov's solution](#)

852.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Amirkhan Zakirov's solution](#)

853.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Amirkhan Zakirov's solution](#)

854.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Amirkhan Zakirov's solution](#)

855.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Amirkhan Zakirov's solution](#)

856.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Amirkhan Zakirov's solution](#)

857.

2005C

[Lazy Narek · Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Amirkhan Zakirov's solution](#)

858.

2008G

[Sakurako's Task · Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Amirkhan Zakirov's solution](#)

859.

1995C

[Squaring · Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Amirkhan Zakirov's solution](#)

860.

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Amirkhan Zakirov's solution](#)

861.

1979D

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862.

1981C

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863.

1974E

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864.

1923D

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865.

1935C

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866.

1324F

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867.

1954D

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868.

1941F

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869.

1388C

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870.

1355C

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871.

1922E

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872.

1475D

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873.

1509C

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874.

1328D

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875.

161D

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876.

448D

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877.

478C

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878.

1675F

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879.

1775D

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880.

1861D

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881.

1862F

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882.

1870D

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883.

1872F

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884.

1853C

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885.

1846E2

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886.

1846F

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[Amirkhan Zakirov's solution](#)

887.

1843F1

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888.

471D

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889.

1283D

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890.

1335E2

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891.

1729E

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892.

1560E

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893.

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894.

1801B

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895.

1090D

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896.

2156D

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897.

1560F1

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898.

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899.

1700D

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900.

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901.

1358D

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902.

2021C2

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2014H

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2001D

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905.

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908.

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191C

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910.

808D

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911.

1929D

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1918D

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913.

577B

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914.

20C

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915.

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916.

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917.

1800F

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918.

1855C2

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1834D

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921.

1878F

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922.

1846G

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923.

61E

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924.

547B

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925.

1702G1

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926.

1490G

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927.

1512F

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928.

1802E

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929.

2140D

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930.

2075D

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931.

2037G

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932.

940E

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933.

555B

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730I

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935.

1359D

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936.

1088D

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937.

776D

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938.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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939.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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940.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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941.

514C

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Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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942.

1288D

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Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

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943.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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944.

1132F

[Clear the String](#) · [Tutorial](#)

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945.

1366D

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946.

1951D

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947.

1941G

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948.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[Amirkhan Zakirov's solution](#)

949.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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950.

1311D

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[Amirkhan Zakirov's solution](#)

951.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

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952.

1090I

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[Amirkhan Zakirov's solution](#)

953.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Amirkhan Zakirov's solution](#)

954.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

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955.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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956.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Amirkhan Zakirov's solution](#)

957.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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958.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

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959.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[Amirkhan Zakirov's solution](#)

960.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

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961.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

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962.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Amirkhan Zakirov's solution](#)

963.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Amirkhan Zakirov's solution](#)

964.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Amirkhan Zakirov's solution](#)

965.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Amirkhan Zakirov's solution](#)

966.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Amirkhan_Zakirov's solution](#)

967.

689D

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Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Amirkhan_Zakirov's solution](#)

968.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Amirkhan_Zakirov's solution](#)

969.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Amirkhan_Zakirov's solution](#)

970.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Amirkhan_Zakirov's solution](#)

971.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Amirkhan_Zakirov's solution](#)

972.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Amirkhan_Zakirov's solution](#)

973.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Amirkhan_Zakirov's solution](#)

974.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Amirkhan_Zakirov's solution](#)

975.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Amirkhan_Zakirov's solution](#)

976.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Amirkhan_Zakirov's solution](#)

977.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Amirkhan_Zakirov's solution](#)

978.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Amirkhan_Zakirov's solution](#)

979.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Amirkhan_Zakirov's solution](#)

980.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Amirkhan_Zakirov's solution](#)

981.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Amirkhan_Zakirov's solution](#)

982.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-10-24 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[Amirkhan_Zakirov's solution](#)

983.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Amirkhan_Zakirov's solution](#)

984.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Amirkhan_Zakirov's solution](#)

985.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Amirkhan_Zakirov's solution](#)

986.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[Amirkhan Zakirov's solution](#)

987.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[Amirkhan Zakirov's solution](#)

988.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[Amirkhan Zakirov's solution](#)

989.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[Amirkhan Zakirov's solution](#)

990.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[Amirkhan Zakirov's solution](#)

991.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[Amirkhan Zakirov's solution](#)

992.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy
[Amirkhan Zakirov's solution](#)

993.

1029367

[BTD&D,,8CR @C AC@C AC#8](#)

Rating: — · first AC: 2023-01-17 · last AC: 2026-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

994.

100397C

[AÄ>Dfied'9 C\\$7D KC](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

995.

1035323

[B\\$@CFC4>C'LCÔ0Dò 3Cä;Cä2Cä;Cä<C#0](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

996.

100549E

[A480ö>D\\$5Ct0 Cä1 Cä1Cä1D"5CÔ=Cä< C#>CÔ5](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

997.

100549I

[Bt5D5G6DT8 C" ?D CCDC](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

998.

100549F

[ATUBDal](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

999.

100549J

[A5D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1000.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1001.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1002.

101187C

[A45D#D'5 C'KCd8](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1003.

101187I

[AäD'G CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1004.

101187K

[«A,,AC,DäGC ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1005.

101187A

[A15CÔ5D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1006.

105479A

[A 5D?G,,:CäBCÔ0Dò 0DÔ@Cä;Cä3C,,AD\\$8C#0](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1007.

105536E2

[AÄKD,5C>C\\$K C BC :D4ND" ,,AC'>Cd=C O C\\$5D AC,,O\)](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Amirkhan Zakirov's solution](#)

1008.

1049491

[A67D00E :C 2 D 0CÄ>C'5D](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1009.**

100513K

[Treeland · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1010.**

100513E

[Election of a Mayor · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1011.**

100513G

[FacePalm Accounting · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1012.**

100513F

[Ilya Muromets · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1013.**

100513D

[Data Center · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1014.**

100513M

[Variable Shadowing · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1015.**

100513I

[Sale in GameStore · Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1016.**

1035337

[Aä7D\\$8d15D :C,,5 C=0CÔ0C'K D 2D67C€](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1017.**

1035336

[B 7D0C@, @Cä2C=0 CD@Cä1CT9](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1018.**

102443F

[Isosceles triangles · Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1019.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1020.

102893I

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

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1021.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1022.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1023.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1024.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1025.

103993L

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

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1026.

1049507

[Split into Triplets](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1027.

103993J

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

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1028.

103993G

[Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1029.

103993F

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1030.

103993E

[d-Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1031.

101609I

[A08Dd#C](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1032.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1033.

101609F

[B 8D\\$ç\\$0CÔ8CP](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1034.

101609H

[B 0D?C,,AC =C,,5](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1035.

101609D

[A6çC0iAdt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1036.

101609E

[B 0CçD'5 Dd8DD@D°](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1037.

101609G

[AçDçT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1038.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1039.

101609A

[A0CççCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1040.

102739H

[AD>0rBC 2C=0 CT4D°](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1041.

101967D

[Ad50650t=D 5 CD>D >C48 A 5D ;D6=CD8C€](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1042.

101967G

[A480r0,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1043.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1044.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1045.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1046.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Amirkhan Zakirov's solution](#)

1047.

100766B

[A500Ä0D\\$=C,,:](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1048.

100766A

[A 7D\\$&CÄ0D\\$8Dt5D :C,,5 CD@D47DÄ0](#)

Rating: — · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1049.

104699H

[A500Ä0DCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1050.

104699L

[A 5D70Gä @ D64C#8 C" C @C 8C'MCÔ4CP](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1051.

104699E

[Bd5Cö=C O D 5C :Dd8Dö](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1052.

104699D

[A@C@CTAD\\$=C O D 0D AC 4C#0](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1053.**

104699J

[A@C@ACÔKCR >CôKD\\$K](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1054.**

104699C

[A 0D 10 2 D 5C ;DÄ=Cä< CÄ8D 5](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1055.**

104699B

[A@C@C@Cä2D`5 Cö5D 5D BC =Cä2C#8](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1056.**

104359A

[A\\$D 4C² =C >C >D >D](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1057.**

104235B

[AÄ50B 2 D >D\\$0DP](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1058.**

104235A

[A@C@AC,,2Cä5 Cä:CÔ>](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1059.**

1812B

[Was it Rated? · Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Amirkhan Zakirov's solution](#)**1060.**

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Amirkhan Zakirov's solution](#)**1061.**

104243D

[A@C@IK#0C`LCÔKC` DCTAD\\$8C\\$0C`L](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1062.**

1017147

[A@C@ACäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1063.

1017132

[A#Z04D OD\\$K C, :D41D°](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1064.**

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1065.**

104199H

[A0#CÄ5D :C€](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1066.**

104159E

[A\\$5D AD\\$>C\\$KCR AD\\$>C`1D°](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1067.**

1029366

[B#8Drj@](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1068.**

1029365

[A#005G04C @DÄ =C C`LDD5 Bd5C0BC 2D 0](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1069.**

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1070.**

103483G

[The Math of Sailing · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1071.**

103521A

[A#00C#Cä:Cä@CÄ8D\\$L CD@C :Cä=C](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1072.**

104096A

[A@C@7CD=C,,GC0KC' BCä@D](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)**1073.**

104091A

[A4@C@4CäAD\\$@Cä8D\\$5C`L](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1074.

103810B

[A0D#D`9 D\\$0CÔ5D`](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1075.

103966G

[AÔ5012C =D`5 C4>D BC€](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1076.

103966C

[Aô;C@CTBD² 4C\\$CDR 8Ct<CT@CT=C,,9](#)

Rating: — · first AC: 2022-10-12 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1077.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1078.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1079.

103112B

[AÿC2C,,0D\\$CD 0](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1080.

103112A

[AÔ>CÔ5D AD4=CDCC#0](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1081.

103464A

[Stegosauruses · Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1082.

103715G

[AÔ0014C,,BCR E](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1083.

103715B

[A#0D#0C#CC`8](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1084.

103483A

[Natives · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1085.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1086.

1020861

[AD20ri8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1087.

1035335

[New Year in Kindergarten](#) · Tutorial

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1088.

1035321

[Bt5CÄ7C,,>CÔ0D" ?Câ CD BCÔ>CÄC D GCTBD0](#)

Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)

1089.

103715A

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amirkhan Zakirov's solution](#)