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Unique solved — Andwerp

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

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Filters: none

Count: 1,934

1.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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2.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,100 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,523 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Andwerp's solution](#)

4.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Andwerp's solution](#)

5.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Andwerp's solution](#)

6.

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Andwerp's solution](#)

7.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

8.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

9.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

10.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,568 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

11.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Andwerp's solution](#)

12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,218 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

13.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Andwerp's solution](#)

14.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

15.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Andwerp's solution](#)

16.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

17.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Andwerp's solution](#)

18.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

19.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Andwerp's solution](#)

20.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Andwerp's solution](#)

21.

2022A

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Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Andwerp's solution](#)

22.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Andwerp's solution](#)

23.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

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24.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,718 global accepts · Rating: 800 · first AC: 2024-08-28 · Haskell (first AC) · Tags: brute force, implementation, math

[Andwerp's solution](#)

25.

2010A

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Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Andwerp's solution](#)

26.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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27.

2003A

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Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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28.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-21 · Haskell (first AC) · Tags: implementation, math, strings

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29.

4A

[Watermelon](#) · [Tutorial](#)

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[Andwerp's solution](#)

30.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

31.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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32.

2004A

[Closest Point](#) · [Tutorial](#)

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33.

2002A

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

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34.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

35.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

36.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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37.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Andwerp's solution](#)

38.

1997A

[Strong Password](#) · [Tutorial](#)

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[Andwerp's solution](#)

39.

1930A

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

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[Andwerp's solution](#)

40.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

41.

1304A

[Two Rabbits](#) · [Tutorial](#)

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[Andwerp's solution](#)

42.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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43.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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44.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Andwerp's solution](#)

45.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Andwerp's solution](#)

46.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[Andwerp's solution](#)

47.

1979A

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

Quality: 31,794 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Andwerp's solution](#)

48.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Andwerp's solution](#)

49.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Andwerp's solution](#)

50.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Andwerp's solution](#)

51.

1761A

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Quality: 36,643 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Andwerp's solution](#)

52.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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53.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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54.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,513 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Andwerp's solution](#)

55.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Andwerp's solution](#)

56.

1948A

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

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57.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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58.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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[Andwerp's solution](#)

59.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[Andwerp's solution](#)

60.

1915A

[Odd One Out](#) · [Tutorial](#)

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61.

1919B

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62.

1919A

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[Andwerp's solution](#)

63.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,387 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Andwerp's solution](#)

64.

1916A

[2023](#) · [Tutorial](#)

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65.

1912L

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[Andwerp's solution](#)

66.

1909A

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Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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67.

1917A

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68.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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[Andwerp's solution](#)

69.

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Andwerp's solution](#)

70.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Andwerp's solution](#)

71.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Andwerp's solution](#)

72.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Andwerp's solution](#)

73.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,166 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

74.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-10-15 · Java 11 (first AC) · Tags: greedy, implementation, two pointers

[Andwerp's solution](#)

75.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-10-15 · Java 11 (first AC) · Tags: brute force, implementation

[Andwerp's solution](#)

76.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,042 global accepts · Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

77.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,711 global accepts · Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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78.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Andwerp's solution](#)

79.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,362 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Andwerp's solution](#)

80.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Andwerp's solution](#)

81.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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82.

1867A

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

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

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83.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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84.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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- 85.**
1862B
[Sequence Game](#) · [Tutorial](#)
Quality: 55,036 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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- 86.**
1862A
[Gift Carpet](#) · [Tutorial](#)
Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
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- 87.**
1858A
[Buttons](#) · [Tutorial](#)
Quality: 66,377 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
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- 88.**
1859A
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- 89.**
1856A
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Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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- 90.**
1849A
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- 91.**
1850A
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1850C
[Word on the Paper](#) · [Tutorial](#)
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- 93.**
1850B
[Ten Words of Wisdom](#) · [Tutorial](#)
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- 94.**
1844A
[Subtraction Game](#) · [Tutorial](#)
Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
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- 95.**
1836A
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96.

1846B

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

Quality: 28,919 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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97.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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98.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Andwerp's solution](#)

99.

1845A

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

Quality: 47,387 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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100.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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101.

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

102.

1828A

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811A

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948A

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272.

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1848A

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1650B

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1612B

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1589C

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296.

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1326B

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298.

1283B

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299.

1496A

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301.

1559B

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1559A

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303.

1555A

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304.

1471A

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305.

1543B

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306.

1543A

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307.

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308.

1535B

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309.

820A

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310.

1525B

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311.

1505A

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312.

2194B

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313.

2143B

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314.

2147B

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315.

2005B1

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316.

2004B

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317.

2002B

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318.

1998B

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[Andwerp's solution](#)

319.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Andwerp's solution](#)

320.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Andwerp's solution](#)

321.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Andwerp's solution](#)

322.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Andwerp's solution](#)

323.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Andwerp's solution](#)

324.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Andwerp's solution](#)

325.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Andwerp's solution](#)

326.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Andwerp's solution](#)

327.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Andwerp's solution](#)

328.

1916B

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Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Andwerp's solution](#)

329.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Andwerp's solution](#)

330.

1894B

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Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

331.

1877B

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

Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Andwerp's solution](#)

332.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Andwerp's solution](#)

333.

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Andwerp's solution](#)

334.

1859B

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Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Andwerp's solution](#)

335.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Andwerp's solution](#)

336.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

337.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Andwerp's solution](#)

338.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

339.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Andwerp's solution](#)

340.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Andwerp's solution](#)

341.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Andwerp's solution](#)

342.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,324 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Andwerp's solution](#)

343.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · Java 11 (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

344.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-02 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[Andwerp's solution](#)

345.

1589B

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

Quality: 1000 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Andwerp's solution](#)

346.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-16 · Java 11 (first AC) · Tags: greedy, sortings

[Andwerp's solution](#)

347.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Andwerp's solution](#)

348.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-09 · Java 11 (first AC) · Tags: brute force, sortings

[Andwerp's solution](#)

349.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Andwerp's solution](#)

350.

1326A

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Quality: 32,682 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Andwerp's solution](#)

351.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

352.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Andwerp's solution](#)

353.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,892 global accepts · Rating: 1000 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Andwerp's solution](#)

354.

1562B

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Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Andwerp's solution](#)

355.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1000 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Andwerp's solution](#)

356.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · Java 11 (first AC) · Tags: greedy, math

[Andwerp's solution](#)

357.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Andwerp's solution](#)

358.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[Andwerp's solution](#)

359.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-06-07 · Java 11 (first AC) · Tags: brute force, constructive algorithms, math

[Andwerp's solution](#)

360.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2021-05-21 · Java 11 (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

361.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2021-05-21 · Java 11 (first AC) · Tags: brute force, implementation

[Andwerp's solution](#)

362.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: implementation

[Andwerp's solution](#)

363.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Andwerp's solution](#)

364.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · Java 11 (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

365.

1515B

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

Quality: 27,074 global accepts · Rating: 1000 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: brute force, geometry, math, number theory

[Andwerp's solution](#)

366.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-15 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Andwerp's solution](#)

367.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-04-15 · Java 11 (first AC) · Tags: brute force, implementation, strings

[Andwerp's solution](#)

368.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-03-30 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

369.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,653 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Andwerp's solution](#)

370.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Andwerp's solution](#)

371.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,755 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Andwerp's solution](#)

372.

2122B

[File Shuffling](#) · [Tutorial](#)

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

[Andwerp's solution](#)

373.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Andwerp's solution](#)

374.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Andwerp's solution](#)

375.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Andwerp's solution](#)

376.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Andwerp's solution](#)

377.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[Andwerp's solution](#)

378.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[Andwerp's solution](#)

379.

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
[Andwerp's solution](#)

380.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[Andwerp's solution](#)

381.

1993B

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Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Andwerp's solution](#)

382.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Andwerp's solution](#)

383.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Andwerp's solution](#)

384.

1997B

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Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[Andwerp's solution](#)

385.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Andwerp's solution](#)

386.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[Andwerp's solution](#)

387.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Andwerp's solution](#)

388.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

389.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Andwerp's solution](#)

390.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Andwerp's solution](#)

391.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Andwerp's solution](#)

392.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Andwerp's solution](#)

393.

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

[Andwerp's solution](#)

394.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-19 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Andwerp's solution](#)

395.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Andwerp's solution](#)

396.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-10-15 · Java 11 (first AC) · Tags: binary search, sortings

[Andwerp's solution](#)

397.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,638 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Andwerp's solution](#)

398.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Andwerp's solution](#)

399.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Andwerp's solution](#)

400.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Andwerp's solution](#)

401.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Andwerp's solution](#)

402.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[Andwerp's solution](#)

403.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Andwerp's solution](#)

404.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Andwerp's solution](#)

405.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Andwerp's solution](#)

406.

1686C

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

Rating: 1100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Andwerp's solution](#)

407.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

408.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Andwerp's solution](#)

409.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Andwerp's solution](#)

410.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Andwerp's solution](#)

411.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · Java 11 (first AC) · Tags: data structures, math, sortings

[Andwerp's solution](#)

412.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-14 · Java 11 (first AC) · Tags: brute force, dp, greedy, math

[Andwerp's solution](#)

413.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: brute force, math

[Andwerp's solution](#)

414.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · Java 11 (first AC) · Tags: dp, greedy

[Andwerp's solution](#)

415.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-26 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[Andwerp's solution](#)

416.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: greedy, strings

[Andwerp's solution](#)

417.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Andwerp's solution](#)

418.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Andwerp's solution](#)

419.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

420.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Andwerp's solution](#)

421.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-10 · Java 11 (first AC) · Tags: greedy, sortings

[Andwerp's solution](#)

422.

1506B

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423.

1547C

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424.

1471B

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425.

1534B

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426.

1523B

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427.

1529B

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428.

316A1

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429.

363B

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430.

1509B

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431.

1511B

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432.

1511C

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433.

767A

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434.

755B

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435.

2181H

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436.

2172E

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437.

2134C

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438.

2134B

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439.

1527B1

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440.

2046A

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441.

2020B

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442.

2005B2

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443.

2003C

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444.

2002C

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445.

1983B

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446.

1987C

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447.

1875B

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448.

903B

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449.

1979C

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450.

1975C

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451.

1704C

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452.

1935B

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453.

1934B

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454.

1916C

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455.

1909B

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456.

1886B

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457.

1877C

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458.

1870B

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459.

1860B

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460.

1859C

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461.

1848B

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462.

1846D

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463.

1846C

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464.

1832C

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465.

1799B

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466.

1747C

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467.

1763B

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468.

1694B

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469.

903C

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470.

1277B

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471.

1647B

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472.

1650C

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473.

1642C

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474.

1635C

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475.

1637C

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476.

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477.

1334A

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478.

1339B

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479.

1343C

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480.

1029B

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481.

1352B

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482.

1352C

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484.

1355A

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1559C

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486.

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487.

1362B

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488.

1363A

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489.

1364A

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491.

1384A

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492.

1385C

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493.

1392C

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494.

1399C

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495.

1406B

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496.

1553C

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497.

1530C

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498.

1409C

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499.

1419B

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500.

1420B

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501.

1546B

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1428B

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503.

1433D

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504.

1437B

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505.

1541B

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506.

1454C

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507.

1455B

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508.

1539C

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509.

1472D

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510.

1537C

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511.

1485B

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512.

1487B

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513.

1490D

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implementation

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514.

1536B

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515.

1491B

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516.

1497B

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517.

1497C1

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518.

401B

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519.

1520D

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520.

1517B

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521.

1514B

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522.

1495A

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523.

812A

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524.

1510K

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525.

492B

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Quality: 90,210 global accepts · Rating: 1200 · first AC: 2021-04-15 · Java 11 (first AC) · Tags: binary search, implementation, math, sortings

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526.

366B

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[Andwerp's solution](#)

527.

1512D

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528.

1512C

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[Andwerp's solution](#)

529.

1504B

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530.

787A

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Quality: 12,185 global accepts · Rating: 1200 · first AC: 2021-03-31 · Java 8 (first AC) · Tags: brute force, math, number theory

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531.

743A

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Quality: 11,729 global accepts · Rating: 1200 · first AC: 2021-03-29 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

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532.

2049B

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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

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533.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

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534.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

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535.

2194C

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Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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536.

2187A

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Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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537.

2181A

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Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

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538.

2172M

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Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

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539.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Andwerp's solution](#)

540.

2143C

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Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Andwerp's solution](#)

541.

2152B

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Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Andwerp's solution](#)

542.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Andwerp's solution](#)

543.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

544.

1279B

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Quality: 14,420 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[Andwerp's solution](#)

545.

2023A

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[Andwerp's solution](#)

546.

2022B

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[Andwerp's solution](#)

547.

2025C

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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

[Andwerp's solution](#)

548.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Andwerp's solution](#)

549.

1774C

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Andwerp's solution](#)

550.

1981B

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Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Andwerp's solution](#)

551.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 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

[Andwerp's solution](#)

552.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Andwerp's solution](#)

553.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Andwerp's solution](#)

554.

1890C

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

Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Andwerp's solution](#)

555.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-10-15 · Java 11 (first AC) · Tags: binary search, greedy, math, two pointers

[Andwerp's solution](#)

556.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Andwerp's solution](#)

557.

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

[Andwerp's solution](#)

558.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Andwerp's solution](#)

559.

1864C

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Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Andwerp's solution](#)

560.

1862D

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Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Andwerp's solution](#)

561.

1844C

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Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Andwerp's solution](#)

562.

1846E1

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Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Andwerp's solution](#)

563.

1815A

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[Andwerp's solution](#)

564.

1794C

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[Andwerp's solution](#)

565.

1766C

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Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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566.

1669H

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567.

1711B

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Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

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568.

1698C

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569.

1694C

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Rating: 1300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Andwerp's solution](#)

570.

1647C

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571.

1650D

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572.

1649B

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573.

1216D

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[Andwerp's solution](#)

574.

1638C

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[Andwerp's solution](#)

575.

1627B

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Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · Java 11 (first AC) · Tags: games, greedy, sortings

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576.

1612C

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Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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577.

1604C

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Rating: 1300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Andwerp's solution](#)

578.

1607D

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Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-09 · Java 11 (first AC) · Tags: greedy, math, sortings
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579.

1326C

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580.

1466C

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581.

1029A

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Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Andwerp's solution](#)

582.

1556B

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Andwerp's solution](#)

583.

1561C

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584.

1561B

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Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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585.

1560D

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586.

1420C1

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587.

1446A

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[Andwerp's solution](#)

588.

1555B

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589.

1555C

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590.

1553B

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591.

1547D

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[Andwerp's solution](#)

592.

1471C

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Rating: 1300 · first AC: 2021-07-09 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[Andwerp's solution](#)

593.

1534C

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Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

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594.

1538C

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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: binary search, data structures, math, two pointers

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595.

1493B

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596.

1521B

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Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Andwerp's solution](#)

597.

740A

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Quality: 9,168 global accepts · Rating: 1300 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: brute force, implementation

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598.

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2021-05-02 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

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599.

1119B

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600.

611B

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Quality: 11,066 global accepts · Rating: 1300 · first AC: 2021-04-26 · Java 11 (first AC) · Tags: bitmasks, brute force, implementation

[Andwerp's solution](#)

601.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: dp, greedy, strings

[Andwerp's solution](#)

602.

1443B

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Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: dp, greedy, math, sortings

[Andwerp's solution](#)

603.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-04-20 · Java 11 (first AC) · Tags: dp, greedy, implementation

[Andwerp's solution](#)

604.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: brute force, dp, strings

[Andwerp's solution](#)

605.

628B

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Quality: 12,060 global accepts · Rating: 1300 · first AC: 2021-04-18 · Java 11 (first AC) · Tags: dp

[Andwerp's solution](#)

606.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2021-04-18 · Java 11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Andwerp's solution](#)

607.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2021-04-02 · Java 8 (first AC) · Tags: brute force, math

[Andwerp's solution](#)

608.

893C

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Quality: 28,279 global accepts · Rating: 1300 · first AC: 2021-04-01 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy

[Andwerp's solution](#)

609.

1360E

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Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-04-01 · Java 8 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Andwerp's solution](#)

610.

787B

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Quality: 5,768 global accepts · Rating: 1300 · first AC: 2021-03-31 · Java 8 (first AC) · Tags: greedy, implementation, math

[Andwerp's solution](#)

611.

777B

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Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-03-31 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings

[Andwerp's solution](#)

612.

1498B

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Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Andwerp's solution](#)

613.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,660 global accepts · Rating: 1400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Andwerp's solution](#)

614.

2181B

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Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Andwerp's solution](#)

615.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Andwerp's solution](#)

616.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Andwerp's solution](#)

617.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Andwerp's solution](#)

618.

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-12-13 · last AC: 2025-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Andwerp's solution](#)

619.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Andwerp's solution](#)

620.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Andwerp's solution](#)

621.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Andwerp's solution](#)

622.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

623.

1887A1

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

Rating: 1400 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Andwerp's solution](#)

624.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

625.

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

[Andwerp's solution](#)

626.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Andwerp's solution](#)

627.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Andwerp's solution](#)

628.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Andwerp's solution](#)

629.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Andwerp's solution](#)

630.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Andwerp's solution](#)

631.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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632.

1919C

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633.

295A

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634.

1866B

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635.

1896C

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1894C

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637.

1860C

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638.

1854A1

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639.

1844D

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640.

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641.

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1837D

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643.

1764C

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645.

1771B

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1728C

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647.

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648.

1701C

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649.

1696C

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650.

1697C

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1691C

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652.

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653.

1649C

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654.

1644C

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655.

1634B

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656.

1629C

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657.

1627C

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658.

1606C

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659.

1605C

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660.

1475C

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661.

1348B

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662.

1490E

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663.

1559D1

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664.

1549C

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Rating: 1400 · first AC: 2021-08-01 · Java 11 (first AC) · Tags: graphs, greedy

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665.

1551B2

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666.

1541C

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Rating: 1400 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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667.

1535C

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668.

1526B

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669.

1462D

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670.

1515C

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671.

1506D

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1443C

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673.

1494B

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337B

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676.

630L

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1520E

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678.

1197C

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679.

1519C

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680.

1513B

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681.

670D1

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682.

1263C

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theory

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683.

1517C

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684.

289B

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685.

698A

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686.

174B

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687.

1350B

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688.

1108D

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689.

1201C

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690.

8B

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198B

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692.

279B

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693.

2049C

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694.

2147C

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695.

2115A

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696.

1139C

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697.

2003D1

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698.

2001C

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699.

1997D

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1725G

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701.

1575J

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702.

1949B

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703.

1898B

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704.

528A

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705.

1891C

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706.

1873G

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707.

1876B

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708.

1882C

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709.

1858B

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710.

1842C

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711.

1814C

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712.

1397B

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713.

1545A

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714.

1795C

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715.

1767D

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716.

276C

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717.

1673C

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718.

356A

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719.

701C

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720.

1651C

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721.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-06 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

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722.

1419D2

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723.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[Andwerp's solution](#)

724.

1332C

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Quality: 20,864 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

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725.

1338A

[Powered Addition](#) · [Tutorial](#)

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726.

1340A

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727.

1283C

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728.

1352E

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Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

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729.

1031B

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730.

1352F

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731.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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732.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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733.

87A

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Quality: 5,816 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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734.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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735.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-08-20 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory

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736.

1400C

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Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-08-03 · Java 11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

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737.

1208B

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Quality: 11,665 global accepts · Rating: 1500 · first AC: 2021-08-02 · Java 11 (first AC) · Tags: binary search, brute force, implementation, two pointers

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738.

1404A

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Quality: 19,395 global accepts · Rating: 1500 · first AC: 2021-07-30 · Java 11 (first AC) · Tags: implementation, strings

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739.

1416A

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740.

1419C

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Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-07-27 · Java 11 (first AC) · Tags: greedy, implementation, math

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741.

1426D

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Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-07-26 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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742.

1552B

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Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · Java 11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

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743.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-07-25 · Java 11 (first AC) · Tags: brute force, math, number theory

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744.

1551C

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745.

1553D

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746.

1473C

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747.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: data structures, greedy, sortings, trees

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748.

1492C

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Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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749.

1546C

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Rating: 1500 · first AC: 2021-07-11 · Java 11 (first AC) · Tags: sortings

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750.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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751.

1542B

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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-04 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

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752.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: binary search, dp, math, number theory

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753.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-07 · Java 11 (first AC) · Tags: data structures, dp, hashing, number theory

[Andwerp's solution](#)

754.

1409D

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Quality: 21,393 global accepts · Rating: 1500 · first AC: 2021-06-03 · Java 11 (first AC) · Tags: greedy, math

[Andwerp's solution](#)

755.

1368B

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756.

1526C1

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Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy

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757.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-05-21 · Java 11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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758.

1307C

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759.

1385D

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Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-05-21 · Java 11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Andwerp's solution](#)

760.

1389C

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Quality: 20,566 global accepts · Rating: 1500 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Andwerp's solution](#)

761.

1408C

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762.

1418C

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[Andwerp's solution](#)

763.

1486B

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Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-05-12 · Java 11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Andwerp's solution](#)

764.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-05-12 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Andwerp's solution](#)

765.

1490F

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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-05-12 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

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766.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-05-11 · Java 11 (first AC) · Tags: dp, math, probabilities

[Andwerp's solution](#)

767.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

768.

417A

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769.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-05-09 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

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770.

1253C

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Quality: 15,306 global accepts · Rating: 1500 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: dp, greedy, math, sortings

[Andwerp's solution](#)

771.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2021-05-03 · Java 11 (first AC) · Tags: greedy, implementation, math

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772.

1051C

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Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-05-01 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, math

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773.

553A

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Quality: 9,835 global accepts · Rating: 1500 · first AC: 2021-04-30 · Java 11 (first AC) · Tags: combinatorics, dp, math

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774.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: brute force, data structures, dp

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775.

455A

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Quality: 72,000 global accepts · Rating: 1500 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: dp

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776.

74B

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[Andwerp's solution](#)

777.

761C

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778.

611C

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779.

670D2

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780.

550C

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[Andwerp's solution](#)

781.

22B

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Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: brute force, dp

[Andwerp's solution](#)

782.

1105C

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Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

783.

204A

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[Andwerp's solution](#)

784.

1516B

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Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, greedy

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785.

1313C1

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Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-04-20 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy

[Andwerp's solution](#)

786.

891A

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Quality: 14,284 global accepts · Rating: 1500 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Andwerp's solution](#)

787.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: brute force, dp

[Andwerp's solution](#)

788.

1207C

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[Andwerp's solution](#)

789.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-04-16 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[Andwerp's solution](#)

790.

1499C

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[Andwerp's solution](#)

791.

702C

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Quality: 22,899 global accepts · Rating: 1500 · first AC: 2021-04-05 · Java 8 (first AC) · Tags: binary search, implementation, two pointers

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792.

821C

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Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-04-02 · Java 8 (first AC) · Tags: data structures, greedy, trees

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793.

2194D

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Quality: 7,860 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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794.

2181F

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Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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795.

2172F

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Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Andwerp's solution](#)

796.

2125D

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Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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797.

2103C

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Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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798.

2084D

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799.

2061D

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Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

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800.

2061C

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801.

2052A

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802.

2046B

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803.

2004D

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804.

1782C

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

Rating: 1600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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805.

1994C

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Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

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806.

1520F1

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Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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807.

337C

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Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

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808.

1336A

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809.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, strings

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810.

1526C2

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811.

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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812.

1957C

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813.

1946C

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814.

377A

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[Andwerp's solution](#)

815.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

816.

1917C

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Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Andwerp's solution](#)

817.

1910C

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Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-19 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Andwerp's solution](#)

818.

1910B

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Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-19 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Andwerp's solution](#)

819.

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

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820.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Andwerp's solution](#)

821.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,788 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Andwerp's solution](#)

822.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Andwerp's solution](#)

823.

1849C

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Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Andwerp's solution](#)

824.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Andwerp's solution](#)

825.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Andwerp's solution](#)

826.

1798D

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Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Andwerp's solution](#)

827.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Andwerp's solution](#)

828.

1795D

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Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Andwerp's solution](#)

829.

1373D

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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2021-05-14 · last AC: 2023-01-27 · Java 11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Andwerp's solution](#)

830.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2021-04-24 · last AC: 2023-01-27 · Java 11 (first AC) · Tags: brute force, dp, greedy

[Andwerp's solution](#)

831.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Andwerp's solution](#)

832.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Andwerp's solution](#)

833.

1527C

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Quality: 14,980 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Andwerp's solution](#)

834.

1698D

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Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Andwerp's solution](#)

835.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Andwerp's solution](#)

836.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Andwerp's solution](#)

837.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two

pointers

[Andwerp's solution](#)

838.

756B

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839.

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840.

1345C

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841.

1633D

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1632C

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843.

1622C

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1612D

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1610C

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1604D

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847.

1607E

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848.

1567C

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1348C

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1036D

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1041C

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852.

1056B

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853.

1290A

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855.

1062C

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856.

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857.

1077D

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858.

1555D

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859.

1082B

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861.

1542C

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862.

1539D

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867.

1096C

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1098A

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1121C

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873.

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874.

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875.

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876.

1165E

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1203D1

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885.

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1303C

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1305C

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1321C

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900.

1334C

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1352G

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1475E

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1482C

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921.

616D

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922.

500C

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1027C

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924.

333A

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735C

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926.

780C

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927.

723D

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928.

1056D

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929.

1469C

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931.

1519D

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932.

431C

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933.

371C

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934.

446A

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935.

1033C

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936.

1109A

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937.

597B

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938.

1238C

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939.

1514C

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940.

1498C

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942.

814C

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943.

1505B

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1504C

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945.

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947.

2181M

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2152D

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2096C

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956.

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957.

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958.

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961.

1903D1

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1930C

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1975D

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1118D1

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1047.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-06-28 · Java 11 (first AC) · Tags: data structures, greedy, strings

[Andwerp's solution](#)

1048.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2021-06-28 · Java 11 (first AC) · Tags: brute force, data structures, greedy, math

[Andwerp's solution](#)

1049.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2021-06-28 · Java 11 (first AC) · Tags: implementation, math

[Andwerp's solution](#)

1050.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-06-28 · Java 11 (first AC) · Tags: brute force, dp, shortest paths

[Andwerp's solution](#)

1051.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-06-27 · Java 11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Andwerp's solution](#)

1052.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-06-27 · Java 11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Andwerp's solution](#)

1053.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2021-06-26 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs

[Andwerp's solution](#)

1054.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2021-06-26 · Java 11 (first AC) · Tags: brute force, graphs

[Andwerp's solution](#)

1055.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: brute force, graphs, greedy

[Andwerp's solution](#)

1056.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2021-06-24 · Java 11 (first AC) · Tags: geometry, math

[Andwerp's solution](#)

1057.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2021-06-23 · Java 11 (first AC) · Tags: implementation, strings

[Andwerp's solution](#)

1058.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-06-23 · Java 11 (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

1059.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-06-23 · Java 11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Andwerp's solution](#)

1060.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-06-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Andwerp's solution](#)

1061.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-06-22 · Java 11 (first AC) · Tags: greedy

[Andwerp's solution](#)

1062.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-06-22 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Andwerp's solution](#)

1063.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2021-06-22 · Java 11 (first AC) · Tags: greedy, math, number theory

[Andwerp's solution](#)

1064.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2021-06-22 · Java 11 (first AC) · Tags: greedy

[Andwerp's solution](#)

1065.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-06-21 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Andwerp's solution](#)

1066.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-06-21 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation

[Andwerp's solution](#)

1067.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Andwerp's solution](#)

1068.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: math, strings

[Andwerp's solution](#)

1069.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-06-17 · Java 11 (first AC) · Tags: combinatorics, math

[Andwerp's solution](#)

1070.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2021-06-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Andwerp's solution](#)

1071.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-06-17 · Java 11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Andwerp's solution](#)

1072.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2021-06-16 · Java 11 (first AC) · Tags: dp, implementation

[Andwerp's solution](#)

1073.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: bitmasks, combinatorics, math

[Andwerp's solution](#)

1074.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Andwerp's solution](#)

1075.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Andwerp's solution](#)

1076.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Andwerp's solution](#)

1077.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Andwerp's solution](#)

1078.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Andwerp's solution](#)

1079.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: binary search, math

[Andwerp's solution](#)

1080.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-06-12 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[Andwerp's solution](#)

1081.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2021-06-11 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[Andwerp's solution](#)

1082.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2021-06-11 · Java 11 (first AC) · Tags: bitmasks, greedy, math
[Andwerp's solution](#)

1083.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-06-11 · Java 11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[Andwerp's solution](#)

1084.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory
[Andwerp's solution](#)

1085.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-06-10 · Java 11 (first AC) · Tags: brute force, dp, math, number theory
[Andwerp's solution](#)

1086.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-05-20 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Andwerp's solution](#)

1087.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-05-19 · Java 11 (first AC) · Tags: brute force, greedy, math
[Andwerp's solution](#)

1088.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2021-05-19 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs
[Andwerp's solution](#)

1089.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-05-19 · Java 11 (first AC) · Tags: data structures, greedy, implementation
[Andwerp's solution](#)

1090.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2021-05-19 · Java 11 (first AC) · Tags: games, geometry, math

[Andwerp's solution](#)

1091.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-05-18 · Java 11 (first AC) · Tags: brute force, implementation

[Andwerp's solution](#)

1092.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-05-18 · Java 11 (first AC) · Tags: binary search, sortings

[Andwerp's solution](#)

1093.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-05-18 · Java 11 (first AC) · Tags: data structures, dp, implementation, strings

[Andwerp's solution](#)

1094.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Andwerp's solution](#)

1095.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Andwerp's solution](#)

1096.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Andwerp's solution](#)

1097.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-05-16 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Andwerp's solution](#)

1098.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-05-10 · Java 11 (first AC) · Tags: brute force, math

[Andwerp's solution](#)

1099.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2021-05-07 · Java 11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Andwerp's solution](#)

1100.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2021-05-06 · Java 11 (first AC) · Tags: binary search, data structures, two pointers

[Andwerp's solution](#)

1101.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Andwerp's solution](#)

1102.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-05-04 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Andwerp's solution](#)

1103.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2021-04-28 · Java 11 (first AC) · Tags: binary search, implementation, sortings

[Andwerp's solution](#)

1104.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2021-04-28 · Java 11 (first AC) · Tags: dp

[Andwerp's solution](#)

1105.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: dp

[Andwerp's solution](#)

1106.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: dp

[Andwerp's solution](#)

1107.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-04-27 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1108.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-04-25 · Java 11 (first AC) · Tags: binary search, data structures, dp

[Andwerp's solution](#)

1109.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: dp, sortings

[Andwerp's solution](#)

1110.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: brute force

[Andwerp's solution](#)

1111.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Andwerp's solution](#)

1112.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-04-18 · Java 11 (first AC) · Tags: dp, shortest paths

[Andwerp's solution](#)

1113.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2021-04-18 · Java 11 (first AC) · Tags: dp, implementation, two pointers

[Andwerp's solution](#)

1114.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2021-04-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[Andwerp's solution](#)

1115.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2021-04-17 · Java 11 (first AC) · Tags: binary search, sortings, two pointers

[Andwerp's solution](#)

1116.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Andwerp's solution](#)

1117.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

1118.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Andwerp's solution](#)

1119.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Andwerp's solution](#)

1120.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Andwerp's solution](#)

1121.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Andwerp's solution](#)

1122.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Andwerp's solution](#)

1123.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Andwerp's solution](#)

1124.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[Andwerp's solution](#)

1125.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Andwerp's solution](#)

1126.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Andwerp's solution](#)

1127.

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

[Andwerp's solution](#)

1128.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Andwerp's solution](#)

1129.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Andwerp's solution](#)

1130.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Andwerp's solution](#)

1131.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Andwerp's solution](#)

1132.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Andwerp's solution](#)

1133.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Andwerp's solution](#)

1134.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Andwerp's solution](#)

1135.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

1136.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Andwerp's solution](#)

1137.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Andwerp's solution](#)

1138.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Andwerp's solution](#)

1139.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Andwerp's solution](#)

1140.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Andwerp's solution](#)

1141.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Andwerp's solution](#)

1142.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, hashing, strings

[Andwerp's solution](#)

1143.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Andwerp's solution](#)

1144.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Andwerp's solution](#)

1145.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Andwerp's solution](#)

1146.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Andwerp's solution](#)

1147.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Andwerp's solution](#)

1148.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Andwerp's solution](#)

1149.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Andwerp's solution](#)

1150.

1935D

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1935C

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448D

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1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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1249.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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1250.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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1251.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

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1252.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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1253.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

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1254.

1969D

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Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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1255.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1256.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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1257.

1938C

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Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1258.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

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1259.

20C

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Quality: 46,911 global accepts · Rating: 1900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Andwerp's solution](#)

1260.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Andwerp's solution](#)

1261.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Andwerp's solution](#)

1262.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Andwerp's solution](#)

1263.

1912A

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Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Andwerp's solution](#)

1264.

1909D

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Andwerp's solution](#)

1265.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Andwerp's solution](#)

1266.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Andwerp's solution](#)

1267.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Andwerp's solution](#)

1268.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Andwerp's solution](#)

1269.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

1270.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Andwerp's solution](#)

1271.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Andwerp's solution](#)

1272.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Andwerp's solution](#)

1273.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Andwerp's solution](#)

1274.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Andwerp's solution](#)

1275.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,403 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Andwerp's solution](#)

1276.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Andwerp's solution](#)

1277.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Andwerp's solution](#)

1278.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Andwerp's solution](#)

1279.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Andwerp's solution](#)

1280.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Andwerp's solution](#)

1281.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Andwerp's solution](#)

1282.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

1283.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Andwerp's solution](#)

1284.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Andwerp's solution](#)

1285.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Andwerp's solution](#)

1286.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[Andwerp's solution](#)

1287.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Andwerp's solution](#)

1288.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-03-04 · Java 11 (first AC) · Tags: binary search, brute force, math

[Andwerp's solution](#)

1289.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[Andwerp's solution](#)

1290.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Andwerp's solution](#)

1291.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-08-11 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Andwerp's solution](#)

1292.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-07-24 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Andwerp's solution](#)

1293.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-07-24 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Andwerp's solution](#)

1294.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: dp, math, number theory, sortings

[Andwerp's solution](#)

1295.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-07-20 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Andwerp's solution](#)

1296.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-07-20 · Java 11 (first AC) · Tags: binary search, data structures, math

[Andwerp's solution](#)

1297.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-07-20 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Andwerp's solution](#)

1298.

1471D

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

Rating: 1900 · first AC: 2021-07-09 · Java 11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Andwerp's solution](#)

1299.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · Java 11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Andwerp's solution](#)

1300.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-07-02 · Java 11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Andwerp's solution](#)

1301.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-05-08 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Andwerp's solution](#)

1302.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2021-04-29 · Java 11 (first AC) · Tags: dp

[Andwerp's solution](#)

1303.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Andwerp's solution](#)

1304.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[Andwerp's solution](#)

1305.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Andwerp's solution](#)

1306.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Andwerp's solution](#)

1307.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

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1308.

2068J

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

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1309.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Andwerp's solution](#)

1310.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Andwerp's solution](#)

1311.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1312.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Andwerp's solution](#)

1313.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Andwerp's solution](#)

1314.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Andwerp's solution](#)

1315.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Andwerp's solution](#)

1316.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Andwerp's solution](#)

1317.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Andwerp's solution](#)

1318.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Andwerp's solution](#)

1319.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Andwerp's solution](#)

1320.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Andwerp's solution](#)

1321.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Andwerp's solution](#)

1322.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Andwerp's solution](#)

1323.

1183E

[Subsequences \(easy version\)](#) · [Tutorial](#)

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Andwerp's solution](#)

1324.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Andwerp's solution](#)

1325.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Andwerp's solution](#)

1326.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Andwerp's solution](#)

1327.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Andwerp's solution](#)

1328.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Andwerp's solution](#)

1329.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Andwerp's solution](#)

1330.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Andwerp's solution](#)

1331.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-21 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[Andwerp's solution](#)

1332.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Andwerp's solution](#)

1333.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Andwerp's solution](#)

1334.

1867E1

[Salg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Andwerp's solution](#)

1335.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Andwerp's solution](#)

1336.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Andwerp's solution](#)

1337.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Andwerp's solution](#)

1338.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Andwerp's solution](#)

1339.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Andwerp's solution](#)

1340.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Andwerp's solution](#)

1341.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Andwerp's solution](#)

1342.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Andwerp's solution](#)

1343.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Andwerp's solution](#)

1344.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Andwerp's solution](#)

1345.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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1346.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Andwerp's solution](#)

1347.

1686D

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Rating: 2000 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Andwerp's solution](#)

1348.

1680E

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Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Andwerp's solution](#)

1349.

380C

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Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

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1350.

1642D

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Rating: 2000 · first AC: 2022-02-25 · Java 11 (first AC) · Tags: constructive algorithms, sortings

[Andwerp's solution](#)

1351.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Andwerp's solution](#)

1352.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-12-09 · Java 11 (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Andwerp's solution](#)

1353.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Andwerp's solution](#)

1354.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Andwerp's solution](#)

1355.

1061D

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Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-08-17 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Andwerp's solution](#)

1356.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-08-09 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Andwerp's solution](#)

1357.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-08-08 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[Andwerp's solution](#)

1358.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Andwerp's solution](#)

1359.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-08-03 · Java 11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Andwerp's solution](#)

1360.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-17 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Andwerp's solution](#)

1361.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-04-16 · Java 11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Andwerp's solution](#)

1362.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1363.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Andwerp's solution](#)

1364.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Andwerp's solution](#)

1365.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Andwerp's solution](#)

1366.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Andwerp's solution](#)

1367.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Andwerp's solution](#)

1368.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Andwerp's solution](#)

1369.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Andwerp's solution](#)

1370.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Andwerp's solution](#)

1371.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Andwerp's solution](#)

1372.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andwerp's solution](#)

1373.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Andwerp's solution](#)

1374.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Andwerp's solution](#)

1375.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Andwerp's solution](#)

1376.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Andwerp's solution](#)

1377.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Andwerp's solution](#)

1378.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Andwerp's solution](#)

1379.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Andwerp's solution](#)

1380.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Andwerp's solution](#)

1381.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Andwerp's solution](#)

1382.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Andwerp's solution](#)

1383.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Andwerp's solution](#)

1384.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Andwerp's solution](#)

1385.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Andwerp's solution](#)

1386.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Andwerp's solution](#)

1387.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, sortings

[Andwerp's solution](#)

1388.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Andwerp's solution](#)

1389.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Andwerp's solution](#)

1390.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Andwerp's solution](#)

1391.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Andwerp's solution](#)

1392.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Andwerp's solution](#)

1393.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Andwerp's solution](#)

1394.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1395.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1396.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Andwerp's solution](#)

1397.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Andwerp's solution](#)

1398.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Andwerp's solution](#)

1399.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1400.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Andwerp's solution](#)

1401.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Andwerp's solution](#)

1402.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Andwerp's solution](#)

1403.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Andwerp's solution](#)

1404.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Andwerp's solution](#)

1405.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer,

math

[Andwerp's solution](#)

1406.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Andwerp's solution](#)

1407.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Andwerp's solution](#)

1408.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Andwerp's solution](#)

1409.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-20 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Andwerp's solution](#)

1410.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Andwerp's solution](#)

1411.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Andwerp's solution](#)

1412.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Andwerp's solution](#)

1413.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Andwerp's solution](#)

1414.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Andwerp's solution](#)

1415.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Andwerp's solution](#)

1416.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Andwerp's solution](#)

1417.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Andwerp's solution](#)

1418.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Andwerp's solution](#)

1419.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Andwerp's solution](#)

1420.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1421.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Andwerp's solution](#)

1422.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Andwerp's solution](#)

1423.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Andwerp's solution](#)

1424.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Andwerp's solution](#)

1425.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Andwerp's solution](#)

1426.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Andwerp's solution](#)

1427.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Andwerp's solution](#)

1428.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Andwerp's solution](#)

1429.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Andwerp's solution](#)

1430.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-03-05 · Java 11 (first AC) · Tags: data structures, dp, greedy

[Andwerp's solution](#)

1431.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Andwerp's solution](#)

1432.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: binary search, data structures, dp

[Andwerp's solution](#)

1433.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-08-11 · Java 11 (first AC) · Tags: data structures, implementation

[Andwerp's solution](#)

1434.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-08-09 · Java 11 (first AC) · Tags: binary search, greedy, math, ternary search

[Andwerp's solution](#)

1435.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Andwerp's solution](#)

1436.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · Java 11 (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

1437.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Andwerp's solution](#)

1438.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[Andwerp's solution](#)

1439.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-08 · last AC: 2025-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Andwerp's solution](#)

1440.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Andwerp's solution](#)

1441.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Andwerp's solution](#)

1442.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Andwerp's solution](#)

1443.

98B

[Help King](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: implementation, probabilities, trees

[Andwerp's solution](#)

1444.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1445.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Andwerp's solution](#)

1446.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Andwerp's solution](#)

1447.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Andwerp's solution](#)

1448.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Andwerp's solution](#)

1449.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Andwerp's solution](#)

1450.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-05-27 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Andwerp's solution](#)

1451.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Andwerp's solution](#)

1452.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Andwerp's solution](#)

1453.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Andwerp's solution](#)

1454.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Andwerp's solution](#)

1455.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Andwerp's solution](#)

1456.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Andwerp's solution](#)

1457.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Andwerp's solution](#)

1458.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Andwerp's solution](#)

1459.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Andwerp's solution](#)

1460.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Andwerp's solution](#)

1461.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Andwerp's solution](#)

1462.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Andwerp's solution](#)

1463.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Andwerp's solution](#)

1464.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, interactive

[Andwerp's solution](#)

1465.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Andwerp's solution](#)

1466.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Andwerp's solution](#)

1467.

1786E

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Andwerp's solution](#)

1468.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Andwerp's solution](#)

1469.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[Andwerp's solution](#)

1470.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Andwerp's solution](#)

1471.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Andwerp's solution](#)

1472.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Andwerp's solution](#)

1473.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Andwerp's solution](#)

1474.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Andwerp's solution](#)

1475.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Andwerp's solution](#)

1476.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1477.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Andwerp's solution](#)

1478.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Andwerp's solution](#)

1479.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Andwerp's solution](#)

1480.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Andwerp's solution](#)

1481.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Andwerp's solution](#)

1482.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Andwerp's solution](#)

1483.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Andwerp's solution](#)

1484.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[Andwerp's solution](#)

1485.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[Andwerp's solution](#)

1486.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[Andwerp's solution](#)

1487.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Andwerp's solution](#)

1488.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[Andwerp's solution](#)

1489.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[Andwerp's solution](#)

1490.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Andwerp's solution](#)

1491.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[Andwerp's solution](#)

1492.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Andwerp's solution](#)

1493.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[Andwerp's solution](#)

1494.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Andwerp's solution](#)

1495.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Andwerp's solution](#)

1496.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Andwerp's solution](#)

1497.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Andwerp's solution](#)

1498.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Andwerp's solution](#)

1499.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Andwerp's solution](#)

1500.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Andwerp's solution](#)

1501.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Andwerp's solution](#)

1502.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Andwerp's solution](#)

1503.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Andwerp's solution](#)

1504.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Andwerp's solution](#)

1505.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Andwerp's solution](#)

1506.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · Java 11 (first AC) · Tags: dp, greedy, implementation

[Andwerp's solution](#)

1507.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-03-04 · Java 11 (first AC) · Tags: binary search, math

[Andwerp's solution](#)

1508.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-01 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Andwerp's solution](#)

1509.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-04 · Java 11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Andwerp's solution](#)

1510.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Andwerp's solution](#)

1511.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-11 · Java 11 (first AC) · Tags: greedy, sortings, two pointers

[Andwerp's solution](#)

1512.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-10 · Java 11 (first AC) · Tags: greedy

[Andwerp's solution](#)

1513.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Andwerp's solution](#)

1514.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-08-05 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1515.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Andwerp's solution](#)

1516.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Andwerp's solution](#)

1517.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Andwerp's solution](#)

1518.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Andwerp's solution](#)

1519.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Andwerp's solution](#)

1520.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Andwerp's solution](#)

1521.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Andwerp's solution](#)

1522.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Andwerp's solution](#)

1523.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Andwerp's solution](#)

1524.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics,

data structures, dp, fft, math, matrices

[Andwerp's solution](#)

1525.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Andwerp's solution](#)

1526.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Andwerp's solution](#)

1527.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Andwerp's solution](#)

1528.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Andwerp's solution](#)

1529.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Andwerp's solution](#)

1530.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Andwerp's solution](#)

1531.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Andwerp's solution](#)

1532.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Andwerp's solution](#)

1533.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Andwerp's solution](#)

1534.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[Andwerp's solution](#)

1535.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Andwerp's solution](#)

1536.

1782E

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

Rating: 2300 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Andwerp's solution](#)

1537.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Andwerp's solution](#)

1538.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Andwerp's solution](#)

1539.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Andwerp's solution](#)

1540.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Andwerp's solution](#)

1541.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Andwerp's solution](#)

1542.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Andwerp's solution](#)

1543.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Andwerp's solution](#)

1544.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Andwerp's solution](#)

1545.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Andwerp's solution](#)

1546.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Andwerp's solution](#)

1547.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Andwerp's solution](#)

1548.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Andwerp's solution](#)

1549.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[Andwerp's solution](#)

1550.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Andwerp's solution](#)

1551.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Andwerp's solution](#)

1552.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Andwerp's solution](#)

1553.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Andwerp's solution](#)

1554.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Andwerp's solution](#)

1555.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Andwerp's solution](#)

1556.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Andwerp's solution](#)

1557.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Andwerp's solution](#)

1558.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Andwerp's solution](#)

1559.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Andwerp's solution](#)

1560.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Andwerp's solution](#)

1561.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Andwerp's solution](#)

1562.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Andwerp's solution](#)

1563.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Andwerp's solution](#)

1564.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Andwerp's solution](#)

1565.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Andwerp's solution](#)

1566.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Andwerp's solution](#)

1567.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1568.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: games

[Andwerp's solution](#)

1569.

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

[Andwerp's solution](#)

1570.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Andwerp's solution](#)

1571.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Andwerp's solution](#)

1572.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Andwerp's solution](#)

1573.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Andwerp's solution](#)

1574.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Andwerp's solution](#)

1575.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Andwerp's solution](#)

1576.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Andwerp's solution](#)

1577.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Andwerp's solution](#)

1578.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Andwerp's solution](#)

1579.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Andwerp's solution](#)

1580.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Andwerp's solution](#)

1581.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Andwerp's solution](#)

1582.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Andwerp's solution](#)

1583.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andwerp's solution](#)

1584.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[Andwerp's solution](#)

1585.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Andwerp's solution](#)

1586.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Andwerp's solution](#)

1587.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-04-27 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1588.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Andwerp's solution](#)

1589.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Andwerp's solution](#)

1590.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Andwerp's solution](#)

1591.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Andwerp's solution](#)

1592.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Andwerp's solution](#)

1593.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[Andwerp's solution](#)

1594.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Andwerp's solution](#)

1595.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Andwerp's solution](#)

1596.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Andwerp's solution](#)

1597.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1598.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Andwerp's solution](#)

1599.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Andwerp's solution](#)

1600.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Andwerp's solution](#)

1601.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Andwerp's solution](#)

1602.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Andwerp's solution](#)

1603.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1604.

745E

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Andwerp's solution](#)

1605.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Andwerp's solution](#)

1606.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Andwerp's solution](#)

1607.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Andwerp's solution](#)

1608.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Andwerp's solution](#)

1609.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2024-09-08 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Andwerp's solution](#)

1610.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Andwerp's solution](#)

1611.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Andwerp's solution](#)

1612.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Andwerp's solution](#)

1613.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Andwerp's solution](#)

1614.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Andwerp's solution](#)

1615.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Andwerp's solution](#)

1616.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Andwerp's solution](#)

1617.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Andwerp's solution](#)

1618.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Andwerp's solution](#)

1619.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Andwerp's solution](#)

1620.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Andwerp's solution](#)

1621.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Andwerp's solution](#)

1622.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Andwerp's solution](#)

1623.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Andwerp's solution](#)

1624.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

1625.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Andwerp's solution](#)

1626.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[Andwerp's solution](#)

1627.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Andwerp's solution](#)

1628.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Andwerp's solution](#)

1629.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[Andwerp's solution](#)

1630.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Andwerp's solution](#)

1631.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Andwerp's solution](#)

1632.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, trees

[Andwerp's solution](#)

1633.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Andwerp's solution](#)

1634.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Andwerp's solution](#)

1635.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Andwerp's solution](#)

1636.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Andwerp's solution](#)

1637.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Andwerp's solution](#)

1638.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Andwerp's solution](#)

1639.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Andwerp's solution](#)

1640.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andwerp's solution](#)

1641.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Andwerp's solution](#)

1642.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Andwerp's solution](#)

1643.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Andwerp's solution](#)

1644.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Andwerp's solution](#)

1645.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Andwerp's solution](#)

1646.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Andwerp's solution](#)

1647.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Andwerp's solution](#)

1648.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Andwerp's solution](#)

1649.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Andwerp's solution](#)

1650.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[Andwerp's solution](#)

1651.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Andwerp's solution](#)

1652.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Andwerp's solution](#)

1653.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Andwerp's solution](#)

1654.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Andwerp's solution](#)

1655.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Andwerp's solution](#)

1656.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Andwerp's solution](#)

1657.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Andwerp's solution](#)

1658.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Andwerp's solution](#)

1659.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Andwerp's solution](#)

1660.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Andwerp's solution](#)

1661.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Andwerp's solution](#)

1662.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[Andwerp's solution](#)

1663.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Andwerp's solution](#)

1664.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Andwerp's solution](#)

1665.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Andwerp's solution](#)

1666.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Andwerp's solution](#)

1667.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Andwerp's solution](#)

1668.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, schedules, sortings

[Andwerp's solution](#)

1669.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Andwerp's solution](#)

1670.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Andwerp's solution](#)

1671.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Andwerp's solution](#)

1672.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Andwerp's solution](#)

1673.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Andwerp's solution](#)

1674.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Andwerp's solution](#)

1675.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Andwerp's solution](#)

1676.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Andwerp's solution](#)

1677.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Andwerp's solution](#)

1678.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Andwerp's solution](#)

1679.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Andwerp's solution](#)

1680.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Andwerp's solution](#)

1681.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Andwerp's solution](#)

1682.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Andwerp's solution](#)

1683.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Andwerp's solution](#)

1684.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Andwerp's solution](#)

1685.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Andwerp's solution](#)

1686.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Andwerp's solution](#)

1687.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Andwerp's solution](#)

1688.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Andwerp's solution](#)

1689.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Andwerp's solution](#)

1690.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[Andwerp's solution](#)

1691.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Andwerp's solution](#)

1692.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Andwerp's solution](#)

1693.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Andwerp's solution](#)

1694.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Andwerp's solution](#)

1695.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Andwerp's solution](#)

1696.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Andwerp's solution](#)

1697.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Andwerp's solution](#)

1698.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Andwerp's solution](#)

1699.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Andwerp's solution](#)

1700.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Andwerp's solution](#)

1701.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Andwerp's solution](#)

1702.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andwerp's solution](#)

1703.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Andwerp's solution](#)

1704.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Andwerp's solution](#)

1705.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Andwerp's solution](#)

1706.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Andwerp's solution](#)

1707.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Andwerp's solution](#)

1708.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Andwerp's solution](#)

1709.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers

[Andwerp's solution](#)

1710.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Andwerp's solution](#)

1711.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Andwerp's solution](#)

1712.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Andwerp's solution](#)

1713.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Andwerp's solution](#)

1714.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Andwerp's solution](#)

1715.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Andwerp's solution](#)

1716.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Andwerp's solution](#)

1717.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Andwerp's solution](#)

1718.

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Andwerp's solution](#)

1719.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Andwerp's solution](#)

1720.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Andwerp's solution](#)

1721.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Andwerp's solution](#)

1722.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Andwerp's solution](#)

1723.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Andwerp's solution](#)

1724.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Andwerp's solution](#)

1725.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Andwerp's solution](#)

1726.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Andwerp's solution](#)

1727.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Andwerp's solution](#)

1728.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Andwerp's solution](#)

1729.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Andwerp's solution](#)

1730.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Andwerp's solution](#)

1731.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Andwerp's solution](#)

1732.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Andwerp's solution](#)

1733.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Andwerp's solution](#)

1734.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Andwerp's solution](#)

1735.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Andwerp's solution](#)

1736.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Andwerp's solution](#)

1737.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Andwerp's solution](#)

1738.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[Andwerp's solution](#)

1739.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Andwerp's solution](#)

1740.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Andwerp's solution](#)

1741.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Andwerp's solution](#)

1742.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Andwerp's solution](#)

1743.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Andwerp's solution](#)

1744.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Andwerp's solution](#)

1745.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[Andwerp's solution](#)

1746.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Andwerp's solution](#)

1747.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Andwerp's solution](#)

1748.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Andwerp's solution](#)

1749.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Andwerp's solution](#)

1750.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Andwerp's solution](#)

1751.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Andwerp's solution](#)

1752.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Andwerp's solution](#)

1753.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,591 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Andwerp's solution](#)

1754.

106452C

[New Sorting Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1755.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1756.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1757.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1758.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1759.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1760.

106262F

[Map and Fold](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1761.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1762.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1763.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1764.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1765.

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1766.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1767.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1768.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1769.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1770.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1771.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1772.

106188F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1773.

106188D

[Clock Strikes Twelve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1774.

106188E

[Screenmaxxing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1775.

106188C

[Ancient History \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1776.

106188G

[Ancient History](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1777.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Andwerp's solution](#)

1778.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Andwerp's solution](#)

1779.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[Andwerp's solution](#)

1780.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[Andwerp's solution](#)

1781.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1782.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1783.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1784.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1785.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1786.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1787.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1788.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1789.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1790.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1791.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1792.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1793.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1794.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[Andwerp's solution](#)

1795.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1796.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1797.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1798.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1799.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1800.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1801.

106123G

[The Missing Bone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1802.

106123H

[Neogene Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1803.

106123I

[DINO Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1804.

106123E

[Dinosaur Stomp](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1805.

106123J

[No Internet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1806.

106123D

[That Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1807.

106123C

[Nest Robbing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1808.

106097E

[Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1809.

106097D

[Bandit and Bridges \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1810.

106097B

[Did His Time Come?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1811.

106097A

[Mega Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1812.

105818H

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

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1813.

105818F

[Binary Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1814.

105818D

[Not Japanese Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1815.

105818C

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1816.

105818B

[Cell Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1817.

105818A

[Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1818.

106020G

[Pretty Prime Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1819.

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1820.

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1821.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1822.

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1823.

106020A

[Tree Labeling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1824.

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1825.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1826.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1827.

105859O

[Rivalries](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1828.

105859N

[Orecart Boba](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1829.

105859M

[Rocky Mountain Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1830.

105859L

[Mirror Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1831.

105859K

[IP Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1832.

105859J

[Hill Climb Racing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1833.

105859I

[Golden Landmarks](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1834.

105859H

[Fair Grading](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1835.

105859G

[Club Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1836.

105859F

[Class Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1837.

105859E

[Cheese Touch](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1838.

105859D

[Certainly](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1839.

105859A

[Accomplices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1840.

105859B

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1841.

105049J

[Let's talk of graves, of worms, and epitaphs](#) · Tutorial

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1842.

105049H

[Stringliloquy](#) · Tutorial

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1843.

105049G

[As I end the Refrain](#) · Tutorial

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1844.

105813D

[Distributive Property](#) · Tutorial

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1845.

105813J

[Another Expected Value Problem](#) · Tutorial

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1846.

105813F

[Walkable Strings](#) · Tutorial

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1847.

105813I

[Unfair Game](#) · Tutorial

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1848.

105813E

[1D Super Checkers Solitaire](#) · Tutorial

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1849.

105813G

[K-Regular Array](#) · Tutorial

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1850.

105813C

[Maxwell's Tiles](#) · Tutorial

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1851.

105813M

[Subsequence MEX](#) · Tutorial

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1852.

105813A

[Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1853.

105813B

[Stone Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1854.

105813N

[Ramen Packs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1855.

105741H

[Humpty Dumpty](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1856.

105741J

[The Queen of Hearts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Andwerp's solution](#)

1857.

105741F

[Far Far Away](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1858.

105741E

[Crumby Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1859.

105741D

[The Gingerbread Man and Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1860.

105741C

[Porridge Chef](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1861.

105690I

[Red Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1862.

105690H

[Sally's Stroll \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1863.

105690J

[Sally's Stroll \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1864.

105690G

[Dragon Scales](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1865.

105690F

[Lantern Hopping](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1866.

105690E

[Lunar Phases](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1867.

105690D

[Lion Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1868.

105690C

[Dragon Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1869.

105667E

[Colored Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Andwerp's solution](#)

1870.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[Andwerp's solution](#)

1871.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[Andwerp's solution](#)

1872.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Andwerp's solution](#)

1873.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Andwerp's solution](#)

1874.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Andwerp's solution](#)

1875.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Andwerp's solution](#)

1876.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Andwerp's solution](#)

1877.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Andwerp's solution](#)

1878.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Andwerp's solution](#)

1879.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Andwerp's solution](#)

1880.

105109C

[A Noteworthy Debut](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1881.

105109H

[Prefix Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1882.

105109F

[Lost in the Album Store](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1883.

105109E

[Is It Vinyl?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1884.

105109B

[6th heaven](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1885.

105109J

[Record The Record Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1886.

105109A

[Skipping Songs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1887.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, geometry

[Andwerp's solution](#)

1888.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Andwerp's solution](#)

1889.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Andwerp's solution](#)

1890.

105079I

[Cupcake Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1891.

105079F

[Cupcake Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1892.

105079H

[Packing Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1893.

105079G

[Sneaking Sprinkles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1894.

105079E

[Cupcake Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1895.

105079B

[Polkadots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · Java 21 (first AC) · Tags: —

[Andwerp's solution](#)

1896.

105079D

[Spicy Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1897.

105079A

[Ordering Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · Java 21 (first AC) · Tags: —

[Andwerp's solution](#)

1898.

105079C

[Frosting Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1899.

105049F

[Word Inventing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1900.

105049E

[Book Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1901.

105049D

[By the pricking of my thumbs, Pupil #1 this way comes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1902.

105049C

[Wordy Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andwerp's solution](#)

1903.

105007H

[Favorite Treat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1904.

105007F

[Walk in the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1905.

105007D

[Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1906.

105007B

[Corgi Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1907.

105007C

[The Corgi Genes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1908.

105007A

[Finding Bo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1909.

104968E

[Pizza Expiry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1910.

104968H

[Euclidean Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1911.

104968G

[Slicing the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1912.

104968F

[Pizza Stack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1913.

104968D

[Feeding the Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1914.

104968C

[Running out of Pizza Taco](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1915.

104968B

[Pizza Slices](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1916.

104968A

[Pepperoni Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1917.

104930H

[Australian Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1918.

104930G

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

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1919.

104931F

[Down Up Disco](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1920.

104930D

[The World Turned Upside Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1921.

104671I

[Phebe and Ryan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1922.

104671G

[Segment Tree Tutorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1923.

104671F

[Subset AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1924.

104671B

[Starving](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1925.

104671C

[Destroy Columbia](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1926.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1927.

104671E

[Cards in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1928.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1929.

104671K

[Necro Fantasia by MISATO \[Lasse's Lunatic\] +DT 4miss 94.29 420pp](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1930.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Andwerp's solution](#)

1931.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Andwerp's solution](#)

1932.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2021-03-31 · Java 8 (first AC) · Tags: *special, implementation

[Andwerp's solution](#)

1933.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2021-03-31 · Java 8 (first AC) · Tags: *special

[Andwerp's solution](#)

1934.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · Java 8 (first AC) · Tags: —

[Andwerp's solution](#)