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Unique solved — Ann

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

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

Filters: none

Count: 1,648

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Ann's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Ann's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Ann's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Ann's solution](#)

5.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Ann's solution](#)

6.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Ann's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Ann's solution](#)

8.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

9.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

10.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Ann's solution](#)

11.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ann's solution](#)

12.

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
[Ann's solution](#)

13.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ann's solution](#)

14.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Ann's solution](#)

15.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[Ann's solution](#)

16.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Ann's solution](#)

17.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Ann's solution](#)

18.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Ann's solution](#)

19.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[Ann's solution](#)

20.

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

[Ann's solution](#)

21.

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

[Ann's solution](#)

22.

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

[Ann's solution](#)

23.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ann's solution](#)

24.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ann's solution](#)

25.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Ann's solution](#)

26.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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27.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ann's solution](#)

28.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

29.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Ann's solution](#)

30.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Ann's solution](#)

31.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Ann's solution](#)

32.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ann's solution](#)

33.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ann's solution](#)

34.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ann's solution](#)

35.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ann's solution](#)

36.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Ann's solution](#)

37.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

38.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,381 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ann's solution](#)

39.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Ann's solution](#)

40.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

41.

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

[Ann's solution](#)

42.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ann's solution](#)

43.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ann's solution](#)

44.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ann's solution](#)

45.

1837A

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

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

46.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Ann's solution](#)

47.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ann's solution](#)

48.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

49.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ann's solution](#)

50.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Ann's solution](#)

51.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Ann's solution](#)

52.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Ann's solution](#)

53.

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Ann's solution](#)

54.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Ann's solution](#)

55.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Ann's solution](#)

56.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Ann's solution](#)

57.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Ann's solution](#)

58.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Ann's solution](#)

59.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

60.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Ann's solution](#)

61.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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62.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

63.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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64.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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65.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

66.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,061 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ann's solution](#)

67.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ann's solution](#)

68.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Ann's solution](#)

69.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ann's solution](#)

70.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ann's solution](#)

71.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ann's solution](#)

72.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ann's solution](#)

73.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

74.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ann's solution](#)

75.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ann's solution](#)

76.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ann's solution](#)

77.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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78.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ann's solution](#)

79.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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80.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ann's solution](#)

81.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ann's solution](#)

82.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ann's solution](#)

83.

1743A

[Password](#) · [Tutorial](#)

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

84.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ann's solution](#)

85.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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86.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

87.

1736A

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

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

[Ann's solution](#)

88.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ann's solution](#)

89.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ann's solution](#)

90.

1734B

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

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

[Ann's solution](#)

91.

1734A

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

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

[Ann's solution](#)

92.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

93.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ann's solution](#)

94.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ann's solution](#)

95.

1728B

[Best Permutation](#) · [Tutorial](#)

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

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96.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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97.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ann's solution](#)

98.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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99.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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100.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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101.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ann's solution](#)

102.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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103.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

104.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

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105.

1720B

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106.

1719B

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107.

1719A

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108.

1712B

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109.

1712A

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110.

1716B

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111.

1716A

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112.

1706A

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113.

1676C

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114.

1676B

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1676A

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1714C

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1714B

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118.

1704A

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1708A

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121.

1711A

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1705A

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1702A

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126.

1703C

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128.

1703A

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129.

1699A

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130.

1701B

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1701A

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132.

1698B

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1698A

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134.

1696A

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135.

1700A

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136.

1695A

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137.

1694A

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138.

1692C

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139.

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1692A

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1680B

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142.

1680A

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1697A

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1691A

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145.

1681B

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1681A

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147.

1682A

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148.

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149.

1684A

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150.

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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151.

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152.

1690B

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153.

1690A

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154.

1688B

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155.

1688A

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156.

1686B

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Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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157.

2178B

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158.

2157B

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159.

1951A

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160.

2048B

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161.

2031B

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162.

2028A

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163.

2035B

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369A

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165.

1807D

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166.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

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167.

1208A

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168.

1860A

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169.

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

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170.

1823B

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171.

1837B

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[Ann's solution](#)

172.

1795B

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

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173.

1779B

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174.

1737A

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175.

1771A

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176.

1764B

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177.

1747B

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178.

1742C

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179.

1732B

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180.

1749B

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181.

1735B

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182.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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183.

1726A

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184.

1720A

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185.

1714A

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186.

1709B

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187.

1705B

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188.

1699B

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189.

1696B

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190.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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191.

1697B

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Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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192.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ann's solution](#)

193.

2164B

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Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

194.

2124B

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Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ann's solution](#)

195.

2057B

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Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

196.

1906A

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Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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197.

1975B

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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

[Ann's solution](#)

198.

1970A1

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199.

1969B

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[Ann's solution](#)

200.

1411B

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Quality: 30,350 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Ann's solution](#)

201.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ann's solution](#)

202.

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

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203.

1876A

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Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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204.

1858C

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205.

1837C

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Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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206.

1825B

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207.

1811B

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208.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

209.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ann's solution](#)

210.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ann's solution](#)

211.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ann's solution](#)

212.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Ann's solution](#)

213.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Ann's solution](#)

214.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ann's solution](#)

215.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

216.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ann's solution](#)

217.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ann's solution](#)

218.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ann's solution](#)

219.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ann's solution](#)

220.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ann's solution](#)

221.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ann's solution](#)

222.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ann's solution](#)

223.

1690D

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

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Ann's solution](#)

224.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

225.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Ann's solution](#)

226.

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

[Ann's solution](#)

227.

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

[Ann's solution](#)

228.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Ann's solution](#)

229.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Ann's solution](#)

230.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

231.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Ann's solution](#)

232.

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

[Ann's solution](#)

233.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Ann's solution](#)

234.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ann's solution](#)

235.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Ann's solution](#)

236.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Ann's solution](#)

237.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Ann's solution](#)

238.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Ann's solution](#)

239.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Ann's solution](#)

240.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

241.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

242.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ann's solution](#)

243.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ann's solution](#)

244.

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

[Ann's solution](#)

245.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

246.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Ann's solution](#)

247.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Ann's solution](#)

248.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ann's solution](#)

249.

1811C

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

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

[Ann's solution](#)

250.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

251.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Ann's solution](#)

252.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

253.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Ann's solution](#)

254.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Ann's solution](#)

255.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Ann's solution](#)

256.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Ann's solution](#)

257.

1743C

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

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

[Ann's solution](#)

258.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

259.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Ann's solution](#)

260.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ann's solution](#)

261.

1717B

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

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

[Ann's solution](#)

262.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

263.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

264.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ann's solution](#)

265.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ann's solution](#)

266.

1708B

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

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

267.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ann's solution](#)

268.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ann's solution](#)

269.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Ann's solution](#)

270.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ann's solution](#)

271.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ann's solution](#)

272.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Ann's solution](#)

273.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ann's solution](#)

274.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Ann's solution](#)

275.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Ann's solution](#)

276.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Ann's solution](#)

277.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Ann's solution](#)

278.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Ann's solution](#)

279.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Ann's solution](#)

280.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ann's solution](#)

281.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Ann's solution](#)

282.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

283.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Ann's solution](#)

284.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

285.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Ann's solution](#)

286.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[Ann's solution](#)

287.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Ann's solution](#)

288.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Ann's solution](#)

289.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Ann's solution](#)

290.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Ann's solution](#)

291.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[Ann's solution](#)

292.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Ann's solution](#)

293.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[Ann's solution](#)

294.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Ann's solution](#)

295.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

296.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Ann's solution](#)

297.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Ann's solution](#)

298.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ann's solution](#)

299.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ann's solution](#)

300.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ann's solution](#)

301.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ann's solution](#)

302.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Ann's solution](#)

303.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ann's solution](#)

304.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ann's solution](#)

305.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Ann's solution](#)

306.

1720C

[Corners](#) · [Tutorial](#)

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

[Ann's solution](#)

307.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ann's solution](#)

308.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ann's solution](#)

309.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

310.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ann's solution](#)

311.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Ann's solution](#)

312.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ann's solution](#)

313.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

314.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

315.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

316.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Ann's solution](#)

317.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Ann's solution](#)

318.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ann's solution](#)

319.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ann's solution](#)

320.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ann's solution](#)

321.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Ann's solution](#)

322.

2031C

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

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

[Ann's solution](#)

323.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ann's solution](#)

324.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

325.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ann's solution](#)

326.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Ann's solution](#)

327.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[Ann's solution](#)

328.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Ann's solution](#)

329.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ann's solution](#)

330.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[Ann's solution](#)

331.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Ann's solution](#)

332.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Ann's solution](#)

333.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Ann's solution](#)

334.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[Ann's solution](#)

335.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Ann's solution](#)

336.

1864C

[Divisor Chain](#) · [Tutorial](#)

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

[Ann's solution](#)

337.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ann's solution](#)

338.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

339.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

340.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Ann's solution](#)

341.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ann's solution](#)

342.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

343.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Ann's solution](#)

344.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Ann's solution](#)

345.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

346.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Ann's solution](#)

347.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Ann's solution](#)

348.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[Ann's solution](#)

349.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Ann's solution](#)

350.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[Ann's solution](#)

351.

1754C1

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

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

352.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[Ann's solution](#)

353.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Ann's solution](#)

354.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[Ann's solution](#)

355.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ann's solution](#)

356.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ann's solution](#)

357.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Ann's solution](#)

358.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Ann's solution](#)

359.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Ann's solution](#)

360.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Ann's solution](#)

361.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ann's solution](#)

362.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,152 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ann's solution](#)

363.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Ann's solution](#)

364.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

365.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ann's solution](#)

366.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Ann's solution](#)

367.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Ann's solution](#)

368.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[Ann's solution](#)

369.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Ann's solution](#)

370.

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

[Ann's solution](#)

371.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ann's solution](#)

372.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Ann's solution](#)

373.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ann's solution](#)

374.

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

[Ann's solution](#)

375.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Ann's solution](#)

376.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ann's solution](#)

377.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Ann's solution](#)

378.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

379.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Ann's solution](#)

380.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Ann's solution](#)

381.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

382.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Ann's solution](#)

383.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Ann's solution](#)

384.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

385.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ann's solution](#)

386.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

387.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ann's solution](#)

388.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Ann's solution](#)

389.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Ann's solution](#)

390.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

391.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Ann's solution](#)

392.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ann's solution](#)

393.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ann's solution](#)

394.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

395.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

396.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Ann's solution](#)

397.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

398.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Ann's solution](#)

399.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Ann's solution](#)

400.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ann's solution](#)

401.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Ann's solution](#)

402.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ann's solution](#)

403.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Ann's solution](#)

404.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Ann's solution](#)

405.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

406.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ann's solution](#)

407.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Ann's solution](#)

408.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ann's solution](#)

409.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Ann's solution](#)

410.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ann's solution](#)

411.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ann's solution](#)

412.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

413.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ann's solution](#)

414.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ann's solution](#)

415.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

416.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ann's solution](#)

417.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Ann's solution](#)

418.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Ann's solution](#)

419.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ann's solution](#)

420.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

421.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Ann's solution](#)

422.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ann's solution](#)

423.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Ann's solution](#)

424.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ann's solution](#)

425.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ann's solution](#)

426.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ann's solution](#)

427.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ann's solution](#)

428.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Ann's solution](#)

429.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Ann's solution](#)

430.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Ann's solution](#)

431.

742B

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

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

432.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

433.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation, two pointers

[Ann's solution](#)

434.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Ann's solution](#)

435.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Ann's solution](#)

436.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Ann's solution](#)

437.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Ann's solution](#)

438.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Ann's solution](#)

439.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Ann's solution](#)

440.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Ann's solution](#)

441.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Ann's solution](#)

442.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Ann's solution](#)

443.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Ann's solution](#)

444.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ann's solution](#)

445.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Ann's solution](#)

446.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ann's solution](#)

447.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ann's solution](#)

448.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Ann's solution](#)

449.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Ann's solution](#)

450.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

451.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Ann's solution](#)

452.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Ann's solution](#)

453.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Ann's solution](#)

454.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Ann's solution](#)

455.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ann's solution](#)

456.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Ann's solution](#)

457.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ann's solution](#)

458.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

459.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Ann's solution](#)

460.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Ann's solution](#)

461.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ann's solution](#)

462.

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-31 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Ann's solution](#)

463.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

464.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Ann's solution](#)

465.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Ann's solution](#)

466.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Ann's solution](#)

467.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ann's solution](#)

468.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ann's solution](#)

469.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

470.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ann's solution](#)

471.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

472.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ann's solution](#)

473.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ann's solution](#)

474.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Ann's solution](#)

475.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Ann's solution](#)

476.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[Ann's solution](#)

477.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[Ann's solution](#)

478.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Ann's solution](#)

479.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

480.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

481.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Ann's solution](#)

482.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ann's solution](#)

483.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Ann's solution](#)

484.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Ann's solution](#)

485.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ann's solution](#)

486.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ann's solution](#)

487.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Ann's solution](#)

488.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

489.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ann's solution](#)

490.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Ann's solution](#)

491.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Ann's solution](#)

492.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ann's solution](#)

493.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

494.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ann's solution](#)

495.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ann's solution](#)

496.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ann's solution](#)

497.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Ann's solution](#)

498.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Ann's solution](#)

499.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ann's solution](#)

500.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ann's solution](#)

501.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ann's solution](#)

502.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Ann's solution](#)

503.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ann's solution](#)

504.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Ann's solution](#)

505.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ann's solution](#)

506.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ann's solution](#)

507.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

508.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ann's solution](#)

509.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Ann's solution](#)

510.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Ann's solution](#)

511.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ann's solution](#)

512.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Ann's solution](#)

513.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Ann's solution](#)

514.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Ann's solution](#)

515.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ann's solution](#)

516.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ann's solution](#)

517.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Ann's solution](#)

518.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Ann's solution](#)

519.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Ann's solution](#)

520.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Ann's solution](#)

521.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · last AC: 2024-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

522.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ann's solution](#)

523.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Ann's solution](#)

524.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Ann's solution](#)

525.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ann's solution](#)

526.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Ann's solution](#)

527.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Ann's solution](#)

528.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ann's solution](#)

529.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ann's solution](#)

530.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Ann's solution](#)

531.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Ann's solution](#)

532.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

533.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Ann's solution](#)

534.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Ann's solution](#)

535.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Ann's solution](#)

536.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Ann's solution](#)

537.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ann's solution](#)

538.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Ann's solution](#)

539.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ann's solution](#)

540.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ann's solution](#)

541.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Ann's solution](#)

542.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ann's solution](#)

543.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Ann's solution](#)

544.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Ann's solution](#)

545.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ann's solution](#)

546.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ann's solution](#)

547.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Ann's solution](#)

548.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Ann's solution](#)

549.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Ann's solution](#)

550.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Ann's solution](#)

551.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Ann's solution](#)

552.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ann's solution](#)

553.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Ann's solution](#)

554.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ann's solution](#)

555.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy

[Ann's solution](#)

556.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[Ann's solution](#)

557.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Ann's solution](#)

558.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Ann's solution](#)

559.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Ann's solution](#)

560.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Ann's solution](#)

561.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[Ann's solution](#)

562.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ann's solution](#)

563.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Ann's solution](#)

564.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Ann's solution](#)

565.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Ann's solution](#)

566.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Ann's solution](#)

567.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Ann's solution](#)

568.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Ann's solution](#)

569.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Ann's solution](#)

570.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Ann's solution](#)

571.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Ann's solution](#)

572.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ann's solution](#)

573.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ann's solution](#)

574.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ann's solution](#)

575.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Ann's solution](#)

576.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ann's solution](#)

577.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Ann's solution](#)

578.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Ann's solution](#)

579.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ann's solution](#)

580.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ann's solution](#)

581.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ann's solution](#)

582.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Ann's solution](#)

583.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ann's solution](#)

584.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Ann's solution](#)

585.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Ann's solution](#)

586.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry,

graph matchings, graphs

[Ann's solution](#)

587.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ann's solution](#)

588.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ann's solution](#)

589.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Ann's solution](#)

590.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Ann's solution](#)

591.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Ann's solution](#)

592.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Ann's solution](#)

593.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Ann's solution](#)

594.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ann's solution](#)

595.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

596.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing,

strings, two pointers

[Ann's solution](#)

597.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Ann's solution](#)

598.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[Ann's solution](#)

599.

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

[Ann's solution](#)

600.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

601.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ann's solution](#)

602.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Ann's solution](#)

603.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Ann's solution](#)

604.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Ann's solution](#)

605.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ann's solution](#)

606.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ann's solution](#)

607.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2023-12-10 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ann's solution](#)

608.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Ann's solution](#)

609.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Ann's solution](#)

610.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

611.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ann's solution](#)

612.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

613.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

614.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Ann's solution](#)

615.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ann's solution](#)

616.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, math, two pointers

[Ann's solution](#)

617.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Ann's solution](#)

618.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ann's solution](#)

619.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ann's solution](#)

620.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Ann's solution](#)

621.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Ann's solution](#)

622.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Ann's solution](#)

623.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Ann's solution](#)

624.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Ann's solution](#)

625.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ann's solution](#)

626.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Ann's solution](#)

627.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Ann's solution](#)

628.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Ann's solution](#)

629.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ann's solution](#)

630.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Ann's solution](#)

631.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Ann's solution](#)

632.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[Ann's solution](#)

633.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Ann's solution](#)

634.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Ann's solution](#)

635.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ann's solution](#)

636.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Ann's solution](#)

637.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Ann's solution](#)

638.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Ann's solution](#)

639.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Ann's solution](#)

640.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Ann's solution](#)

641.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Ann's solution](#)

642.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Ann's solution](#)

643.

1725M

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

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Ann's solution](#)

644.

1725H

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

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ann's solution](#)

645.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Ann's solution](#)

646.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Ann's solution](#)

647.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Ann's solution](#)

648.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ann's solution](#)

649.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ann's solution](#)

650.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Ann's solution](#)

651.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Ann's solution](#)

652.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Ann's solution](#)

653.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Ann's solution](#)

654.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[Ann's solution](#)

655.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Ann's solution](#)

656.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ann's solution](#)

657.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[Ann's solution](#)

658.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Ann's solution](#)

659.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ann's solution](#)

660.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

661.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Ann's solution](#)

662.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Ann's solution](#)

663.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ann's solution](#)

664.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Ann's solution](#)

665.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Ann's solution](#)

666.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu,

graphs, implementation

[Ann's solution](#)

667.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Ann's solution](#)

668.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ann's solution](#)

669.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[Ann's solution](#)

670.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Ann's solution](#)

671.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ann's solution](#)

672.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Ann's solution](#)

673.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Ann's solution](#)

674.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Ann's solution](#)

675.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Ann's solution](#)

676.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ann's solution](#)

677.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

678.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ann's solution](#)

679.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Ann's solution](#)

680.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

681.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Ann's solution](#)

682.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ann's solution](#)

683.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Ann's solution](#)

684.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Ann's solution](#)

685.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

686.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ann's solution](#)

687.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings

[Ann's solution](#)

688.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Ann's solution](#)

689.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Ann's solution](#)

690.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2024-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Ann's solution](#)

691.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ann's solution](#)

692.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ann's solution](#)

693.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Ann's solution](#)

694.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ann's solution](#)

695.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Ann's solution](#)

696.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Ann's solution](#)

697.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

698.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Ann's solution](#)

699.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Ann's solution](#)

700.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ann's solution](#)

701.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Ann's solution](#)

702.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

703.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Ann's solution](#)

704.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Ann's solution](#)

705.

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Ann's solution](#)

706.

224E

[Partial Sums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ann's solution](#)

707.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Ann's solution](#)

708.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Ann's solution](#)

709.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Ann's solution](#)

710.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

711.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Ann's solution](#)

712.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Ann's solution](#)

713.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[Ann's solution](#)

714.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Ann's solution](#)

715.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ann's solution](#)

716.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Ann's solution](#)

717.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Ann's solution](#)

718.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

719.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Ann's solution](#)

720.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Ann's solution](#)

721.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ann's solution](#)

722.

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

[Ann's solution](#)

723.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Ann's solution](#)

724.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

725.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Ann's solution](#)

726.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Ann's solution](#)

727.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Ann's solution](#)

728.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Ann's solution](#)

729.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Ann's solution](#)

730.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

731.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

732.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Ann's solution](#)

733.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[Ann's solution](#)

734.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Ann's solution](#)

735.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ann's solution](#)

736.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ann's solution](#)

737.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Ann's solution](#)

738.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ann's solution](#)

739.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Ann's solution](#)

740.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ann's solution](#)

741.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Ann's solution](#)

742.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ann's solution](#)

743.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

744.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Ann's solution](#)

745.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Ann's solution](#)

746.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ann's solution](#)

747.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Ann's solution](#)

748.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ann's solution](#)

749.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Ann's solution](#)

750.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Ann's solution](#)

751.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Ann's solution](#)

752.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ann's solution](#)

753.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ann's solution](#)

754.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Ann's solution](#)

755.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ann's solution](#)

756.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math
[Ann's solution](#)

757.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[Ann's solution](#)

758.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[Ann's solution](#)

759.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths
[Ann's solution](#)

760.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[Ann's solution](#)

761.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[Ann's solution](#)

762.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[Ann's solution](#)

763.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[Ann's solution](#)

764.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[Ann's solution](#)

765.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ann's solution](#)

766.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Ann's solution](#)

767.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ann's solution](#)

768.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ann's solution](#)

769.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Ann's solution](#)

770.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ann's solution](#)

771.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Ann's solution](#)

772.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

773.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Ann's solution](#)

774.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Ann's solution](#)

775.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Ann's solution](#)

776.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Ann's solution](#)

777.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Ann's solution](#)

778.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Ann's solution](#)

779.

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

[Ann's solution](#)

780.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ann's solution](#)

781.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Ann's solution](#)

782.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Ann's solution](#)

783.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ann's solution](#)

784.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ann's solution](#)

785.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Ann's solution](#)

786.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Ann's solution](#)

787.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ann's solution](#)

788.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Ann's solution](#)

789.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Ann's solution](#)

790.

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

[Ann's solution](#)

791.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Ann's solution](#)

792.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Ann's solution](#)

793.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Ann's solution](#)

794.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Ann's solution](#)

795.

102E

[Vectors](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

796.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ann's solution](#)

797.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Ann's solution](#)

798.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Ann's solution](#)

799.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Ann's solution](#)

800.

1891F

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896.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Ann's solution](#)

897.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Ann's solution](#)

898.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Ann's solution](#)

899.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Ann's solution](#)

900.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Ann's solution](#)

901.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ann's solution](#)

902.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Ann's solution](#)

903.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Ann's solution](#)

904.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Ann's solution](#)

905.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Ann's solution](#)

906.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Ann's solution](#)

907.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Ann's solution](#)

908.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Ann's solution](#)

909.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Ann's solution](#)

910.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Ann's solution](#)

911.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Ann's solution](#)

912.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

913.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Ann's solution](#)

914.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Ann's solution](#)

915.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Ann's solution](#)

916.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Ann's solution](#)

917.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Ann's solution](#)

918.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Ann's solution](#)

919.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Ann's solution](#)

920.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[Ann's solution](#)

921.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Ann's solution](#)

922.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ann's solution](#)

923.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Ann's solution](#)

924.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Ann's solution](#)

925.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Ann's solution](#)

926.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Ann's solution](#)

927.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Ann's solution](#)

928.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Ann's solution](#)

929.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Ann's solution](#)

930.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

931.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Ann's solution](#)

932.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Ann's solution](#)

933.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Ann's solution](#)

934.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Ann's solution](#)

935.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Ann's solution](#)

936.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Ann's solution](#)

937.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ann's solution](#)

938.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Ann's solution](#)

939.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ann's solution](#)

940.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ann's solution](#)

941.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ann's solution](#)

942.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[Ann's solution](#)

943.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Ann's solution](#)

944.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Ann's solution](#)

945.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Ann's solution](#)

946.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ann's solution](#)

947.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Ann's solution](#)

948.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Ann's solution](#)

949.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ann's solution](#)

950.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ann's solution](#)

951.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Ann's solution](#)

952.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[Ann's solution](#)

953.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Ann's solution](#)

954.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Ann's solution](#)

955.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ann's solution](#)

956.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Ann's solution](#)

957.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ann's solution](#)

958.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Ann's solution](#)

959.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Ann's solution](#)

960.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation

[Ann's solution](#)

961.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ann's solution](#)

962.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Ann's solution](#)

963.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ann's solution](#)

964.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Ann's solution](#)

965.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Ann's solution](#)

966.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Ann's solution](#)

967.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[Ann's solution](#)

968.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ann's solution](#)

969.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Ann's solution](#)

970.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Ann's solution](#)

971.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Ann's solution](#)

972.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Ann's solution](#)

973.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Ann's solution](#)

974.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ann's solution](#)

975.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Ann's solution](#)

976.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Ann's solution](#)

977.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ann's solution](#)

978.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

979.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · last AC: 2024-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

980.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ann's solution](#)

981.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ann's solution](#)

982.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ann's solution](#)

983.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ann's solution](#)

984.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Ann's solution](#)

985.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Ann's solution](#)

986.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Ann's solution](#)

987.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Ann's solution](#)

988.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

989.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Ann's solution](#)

990.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ann's solution](#)

991.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Ann's solution](#)

992.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Ann's solution](#)

993.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Ann's solution](#)

994.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Ann's solution](#)

995.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Ann's solution](#)

996.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Ann's solution](#)

997.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Ann's solution](#)

998.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Ann's solution](#)

999.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Ann's solution](#)

1000.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1001.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Ann's solution](#)

1002.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ann's solution](#)

1003.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ann's solution](#)

1004.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ann's solution](#)

1005.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Ann's solution](#)

1006.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Ann's solution](#)

1007.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Ann's solution](#)

1008.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Ann's solution](#)

1009.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Ann's solution](#)

1010.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Ann's solution](#)

1011.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1012.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Ann's solution](#)

1013.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Ann's solution](#)

1014.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1015.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Ann's solution](#)

1016.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Ann's solution](#)

1017.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1018.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Ann's solution](#)

1019.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Ann's solution](#)

1020.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Ann's solution](#)

1021.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Ann's solution](#)

1022.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Ann's solution](#)

1023.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Ann's solution](#)

1024.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Ann's solution](#)

1025.

1789D

[Serval and Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Ann's solution](#)

1026.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Ann's solution](#)

1027.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ann's solution](#)

1028.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Ann's solution](#)

1029.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Ann's solution](#)

1030.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Ann's solution](#)

1031.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Ann's solution](#)

1032.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ann's solution](#)

1033.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1034.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Ann's solution](#)

1035.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Ann's solution](#)

1036.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Ann's solution](#)

1037.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Ann's solution](#)

1038.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Ann's solution](#)

1039.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Ann's solution](#)

1040.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Ann's solution](#)

1041.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Ann's solution](#)

1042.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Ann's solution](#)

1043.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Ann's solution](#)

1044.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Ann's solution](#)

1045.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Ann's solution](#)

1046.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Ann's solution](#)

1047.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Ann's solution](#)

1048.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ann's solution](#)

1049.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Ann's solution](#)

1050.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Ann's solution](#)

1051.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Ann's solution](#)

1052.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Ann's solution](#)

1053.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Ann's solution](#)

1054.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer,

dp, greedy, math

[Ann's solution](#)

1055.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Ann's solution](#)

1056.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Ann's solution](#)

1057.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Ann's solution](#)

1058.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ann's solution](#)

1059.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Ann's solution](#)

1060.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Ann's solution](#)

1061.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Ann's solution](#)

1062.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ann's solution](#)

1063.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Ann's solution](#)

1064.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Ann's solution](#)

1065.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Ann's solution](#)

1066.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

1067.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Ann's solution](#)

1068.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ann's solution](#)

1069.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Ann's solution](#)

1070.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Ann's solution](#)

1071.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Ann's solution](#)

1072.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Ann's solution](#)

1073.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[Ann's solution](#)

1074.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ann's solution](#)

1075.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Ann's solution](#)

1076.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Ann's solution](#)

1077.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Ann's solution](#)

1078.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1079.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Ann's solution](#)

1080.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Ann's solution](#)

1081.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Ann's solution](#)

1082.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Ann's solution](#)

1083.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft,

math, matrices

[Ann's solution](#)

1084.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1085.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ann's solution](#)

1086.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ann's solution](#)

1087.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Ann's solution](#)

1088.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1089.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Ann's solution](#)

1090.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1091.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Ann's solution](#)

1092.

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

[Ann's solution](#)

1093.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Ann's solution](#)

1094.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Ann's solution](#)

1095.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

1096.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ann's solution](#)

1097.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ann's solution](#)

1098.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ann's solution](#)

1099.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Ann's solution](#)

1100.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Ann's solution](#)

1101.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Ann's solution](#)

1102.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-11-19 · last AC: 2024-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ann's solution](#)

1103.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ann's solution](#)

1104.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Ann's solution](#)

1105.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Ann's solution](#)

1106.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Ann's solution](#)

1107.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Ann's solution](#)

1108.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Ann's solution](#)

1109.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Ann's solution](#)

1110.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ann's solution](#)

1111.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Ann's solution](#)

1112.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Ann's solution](#)

1113.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Ann's solution](#)

1114.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Ann's solution](#)

1115.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ann's solution](#)

1116.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Ann's solution](#)

1117.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Ann's solution](#)

1118.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Ann's solution](#)

1119.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Ann's solution](#)

1120.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[Ann's solution](#)

1121.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Ann's solution](#)

1122.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ann's solution](#)

1123.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Ann's solution](#)

1124.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ann's solution](#)

1125.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Ann's solution](#)

1126.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-07-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Ann's solution](#)

1127.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Ann's solution](#)

1128.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Ann's solution](#)

1129.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Ann's solution](#)

1130.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Ann's solution](#)

1131.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Ann's solution](#)

1132.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[Ann's solution](#)

1133.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Ann's solution](#)

1134.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Ann's solution](#)

1135.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Ann's solution](#)

1136.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ann's solution](#)

1137.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[Ann's solution](#)

1138.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Ann's solution](#)

1139.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Ann's solution](#)

1140.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Ann's solution](#)

1141.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-12-09 · last AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Ann's solution](#)

1142.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Ann's solution](#)

1143.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Ann's solution](#)

1144.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Ann's solution](#)

1145.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Ann's solution](#)

1146.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Ann's solution](#)

1147.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Ann's solution](#)

1148.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Ann's solution](#)

1149.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ann's solution](#)

1150.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Ann's solution](#)

1151.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ann's solution](#)

1152.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Ann's solution](#)

1153.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Ann's solution](#)

1154.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Ann's solution](#)

1155.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Ann's solution](#)

1156.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[Ann's solution](#)

1157.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Ann's solution](#)

1158.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ann's solution](#)

1159.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Ann's solution](#)

1160.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Ann's solution](#)

1161.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1162.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Ann's solution](#)

1163.

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

[Ann's solution](#)

1164.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Ann's solution](#)

1165.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Ann's solution](#)

1166.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Ann's solution](#)

1167.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Ann's solution](#)

1168.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Ann's solution](#)

1169.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Ann's solution](#)

1170.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Ann's solution](#)

1171.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ann's solution](#)

1172.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

1173.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1174.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1175.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[Ann's solution](#)

1176.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ann's solution](#)

1177.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Ann's solution](#)

1178.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Ann's solution](#)

1179.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Ann's solution](#)

1180.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Ann's solution](#)

1181.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Ann's solution](#)

1182.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Ann's solution](#)

1183.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Ann's solution](#)

1184.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Ann's solution](#)

1185.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Ann's solution](#)

1186.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Ann's solution](#)

1187.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Ann's solution](#)

1188.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Ann's solution](#)

1189.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ann's solution](#)

1190.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1191.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1192.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ann's solution](#)

1193.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1194.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Ann's solution](#)

1195.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Ann's solution](#)

1196.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Ann's solution](#)

1197.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ann's solution](#)

1198.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Ann's solution](#)

1199.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Ann's solution](#)

1200.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · last AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Ann's solution](#)

1201.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Ann's solution](#)

1202.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Ann's solution](#)

1203.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Ann's solution](#)

1204.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

trees

[Ann's solution](#)

1205.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Ann's solution](#)

1206.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Ann's solution](#)

1207.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Ann's solution](#)

1208.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1209.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Ann's solution](#)

1210.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Ann's solution](#)

1211.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Ann's solution](#)

1212.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Ann's solution](#)

1213.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Ann's solution](#)

1214.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Ann's solution](#)

1215.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1216.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Ann's solution](#)

1217.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Ann's solution](#)

1218.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Ann's solution](#)

1219.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[Ann's solution](#)

1220.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ann's solution](#)

1221.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Ann's solution](#)

1222.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Ann's solution](#)

1223.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Ann's solution](#)

1224.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Ann's solution](#)

1225.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ann's solution](#)

1226.

816E

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

Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ann's solution](#)

1227.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Ann's solution](#)

1228.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Ann's solution](#)

1229.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Ann's solution](#)

1230.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ann's solution](#)

1231.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Ann's solution](#)

1232.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Ann's solution](#)

1233.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ann's solution](#)

1234.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation, math

[Ann's solution](#)

1235.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ann's solution](#)

1236.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Ann's solution](#)

1237.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Ann's solution](#)

1238.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Ann's solution](#)

1239.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Ann's solution](#)

1240.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[Ann's solution](#)

1241.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Ann's solution](#)

1242.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ann's solution](#)

1243.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Ann's solution](#)

1244.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Ann's solution](#)

1245.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Ann's solution](#)

1246.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ann's solution](#)

1247.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2022-12-14 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Ann's solution](#)

1248.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Ann's solution](#)

1249.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Ann's solution](#)

1250.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Ann's solution](#)

1251.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Ann's solution](#)

1252.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Ann's solution](#)

1253.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Ann's solution](#)

1254.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ann's solution](#)

1255.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Ann's solution](#)

1256.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ann's solution](#)

1257.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ann's solution](#)

1258.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Ann's solution](#)

1259.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Ann's solution](#)

1260.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ann's solution](#)

1261.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Ann's solution](#)

1262.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ann's solution](#)

1263.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Ann's solution](#)

1264.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Ann's solution](#)

1265.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Ann's solution](#)

1266.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Ann's solution](#)

1267.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Ann's solution](#)

1268.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Ann's solution](#)

1269.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Ann's solution](#)

1270.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Ann's solution](#)

1271.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Ann's solution](#)

1272.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Ann's solution](#)

1273.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Ann's solution](#)

1274.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Ann's solution](#)

1275.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ann's solution](#)

1276.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Ann's solution](#)

1277.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Ann's solution](#)

1278.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ann's solution](#)

1279.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Ann's solution](#)

1280.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[Ann's solution](#)

1281.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Ann's solution](#)

1282.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Ann's solution](#)

1283.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Ann's solution](#)

1284.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Ann's solution](#)

1285.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ann's solution](#)

1286.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Ann's solution](#)

1287.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Ann's solution](#)

1288.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Ann's solution](#)

1289.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Ann's solution](#)

1290.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Ann's solution](#)

1291.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Ann's solution](#)

1292.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ann's solution](#)

1293.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Ann's solution](#)

1294.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Ann's solution](#)

1295.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[Ann's solution](#)

1296.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

1297.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ann's solution](#)

1298.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ann's solution](#)

1299.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Ann's solution](#)

1300.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Ann's solution](#)

1301.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Ann's solution](#)

1302.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Ann's solution](#)

1303.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Ann's solution](#)

1304.

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ann's solution](#)

1305.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Ann's solution](#)

1306.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1307.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Ann's solution](#)

1308.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ann's solution](#)

1309.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees

[Ann's solution](#)

1310.

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1311.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Ann's solution](#)

1312.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ann's solution](#)

1313.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ann's solution](#)

1314.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[Ann's solution](#)

1315.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Ann's solution](#)

1316.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-16 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Ann's solution](#)

1317.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1318.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ann's solution](#)

1319.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Ann's solution](#)

1320.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ann's solution](#)

1321.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Ann's solution](#)

1322.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Ann's solution](#)

1323.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Ann's solution](#)

1324.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Ann's solution](#)

1325.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Ann's solution](#)

1326.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Ann's solution](#)

1327.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Ann's solution](#)

1328.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ann's solution](#)

1329.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Ann's solution](#)

1330.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Ann's solution](#)

1331.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Ann's solution](#)

1332.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Ann's solution](#)

1333.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ann's solution](#)

1334.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Ann's solution](#)

1335.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Ann's solution](#)

1336.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[Ann's solution](#)

1337.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Ann's solution](#)

1338.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Ann's solution](#)

1339.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1340.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Ann's solution](#)

1341.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Ann's solution](#)

1342.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Ann's solution](#)

1343.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

1344.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Ann's solution](#)

1345.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph

matchings, graphs

[Ann's solution](#)

1346.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Ann's solution](#)

1347.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Ann's solution](#)

1348.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[Ann's solution](#)

1349.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Ann's solution](#)

1350.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Ann's solution](#)

1351.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1352.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ann's solution](#)

1353.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Ann's solution](#)

1354.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Ann's solution](#)

1355.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Ann's solution](#)

1356.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[Ann's solution](#)

1357.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Ann's solution](#)

1358.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Ann's solution](#)

1359.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Ann's solution](#)

1360.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ann's solution](#)

1361.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Ann's solution](#)

1362.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Ann's solution](#)

1363.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Ann's solution](#)

1364.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Ann's solution](#)

1365.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Ann's solution](#)

1366.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Ann's solution](#)

1367.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Ann's solution](#)

1368.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[Ann's solution](#)

1369.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

1370.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ann's solution](#)

1371.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ann's solution](#)

1372.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Ann's solution](#)

1373.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-09-17 · last AC: 2025-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Ann's solution](#)

1374.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Ann's solution](#)

1375.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Ann's solution](#)

1376.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Ann's solution](#)

1377.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Ann's solution](#)

1378.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Ann's solution](#)

1379.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Ann's solution](#)

1380.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Ann's solution](#)

1381.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Ann's solution](#)

1382.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Ann's solution](#)

1383.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Ann's solution](#)

1384.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[Ann's solution](#)

1385.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1386.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Ann's solution](#)

1387.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1388.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Ann's solution](#)

1389.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ann's solution](#)

1390.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Ann's solution](#)

1391.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Ann's solution](#)

1392.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ann's solution](#)

1393.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-12-01 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Ann's solution](#)

1394.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Ann's solution](#)

1395.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Ann's solution](#)

1396.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ann's solution](#)

1397.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Ann's solution](#)

1398.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ann's solution](#)

1399.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Ann's solution](#)

1400.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Ann's solution](#)

1401.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ann's solution](#)

1402.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Ann's solution](#)

1403.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Ann's solution](#)

1404.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Ann's solution](#)

1405.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Ann's solution](#)

1406.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[Ann's solution](#)

1407.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[Ann's solution](#)

1408.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[Ann's solution](#)

1409.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[Ann's solution](#)

1410.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ann's solution](#)

1411.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games
[Ann's solution](#)

1412.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Ann's solution](#)

1413.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Ann's solution](#)

1414.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Ann's solution](#)

1415.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

interactive, probabilities

[Ann's solution](#)

1416.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Ann's solution](#)

1417.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ann's solution](#)

1418.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing

[Ann's solution](#)

1419.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, sortings

[Ann's solution](#)

1420.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[Ann's solution](#)

1421.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ann's solution](#)

1422.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Ann's solution](#)

1423.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Ann's solution](#)

1424.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Ann's solution](#)

1425.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Ann's solution](#)

1426.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[Ann's solution](#)

1427.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ann's solution](#)

1428.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Ann's solution](#)

1429.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ann's solution](#)

1430.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Ann's solution](#)

1431.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ann's solution](#)

1432.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

1433.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-12-01 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Ann's solution](#)

1434.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Ann's solution](#)

1435.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Ann's solution](#)

1436.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Ann's solution](#)

1437.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Ann's solution](#)

1438.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees

[Ann's solution](#)

1439.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Ann's solution](#)

1440.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Ann's solution](#)

1441.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Ann's solution](#)

1442.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Ann's solution](#)

1443.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Ann's solution](#)

1444.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[Ann's solution](#)

1445.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Ann's solution](#)

1446.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, shortest paths

[Ann's solution](#)

1447.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ann's solution](#)

1448.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Ann's solution](#)

1449.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[Ann's solution](#)

1450.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Ann's solution](#)

1451.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ann's solution](#)

1452.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Ann's solution](#)

1453.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Ann's solution](#)

1454.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Ann's solution](#)

1455.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

1456.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Ann's solution](#)

1457.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Ann's solution](#)

1458.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[Ann's solution](#)

1459.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[Ann's solution](#)

1460.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
[Ann's solution](#)

1461.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[Ann's solution](#)

1462.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ann's solution](#)

1463.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[Ann's solution](#)

1464.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[Ann's solution](#)

1465.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory
[Ann's solution](#)

1466.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ann's solution](#)

1467.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities

[Ann's solution](#)

1468.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Ann's solution](#)

1469.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Ann's solution](#)

1470.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Ann's solution](#)

1471.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Ann's solution](#)

1472.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Ann's solution](#)

1473.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Ann's solution](#)

1474.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Ann's solution](#)

1475.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Ann's solution](#)

1476.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Ann's solution](#)

1477.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Ann's solution](#)

1478.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Ann's solution](#)

1479.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Ann's solution](#)

1480.

1546E

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

Rating: 2800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[Ann's solution](#)

1481.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ann's solution](#)

1482.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Ann's solution](#)

1483.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Ann's solution](#)

1484.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Ann's solution](#)

1485.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Ann's solution](#)

1486.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Ann's solution](#)

1487.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Ann's solution](#)

1488.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ann's solution](#)

1489.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-08 · last AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Ann's solution](#)

1490.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Ann's solution](#)

1491.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Ann's solution](#)

1492.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ann's solution](#)

1493.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Ann's solution](#)

1494.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Ann's solution](#)

1495.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ann's solution](#)

1496.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Ann's solution](#)

1497.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Ann's solution](#)

1498.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Ann's solution](#)

1499.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ann's solution](#)

1500.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1501.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ann's solution](#)

1502.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ann's solution](#)

1503.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Ann's solution](#)

1504.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-01-12 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Ann's solution](#)

1505.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows

[Ann's solution](#)

1506.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[Ann's solution](#)

1507.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Ann's solution](#)

1508.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ann's solution](#)

1509.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation
[Ann's solution](#)

1510.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry, sortings
[Ann's solution](#)

1511.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[Ann's solution](#)

1512.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[Ann's solution](#)

1513.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[Ann's solution](#)

1514.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ann's solution](#)

1515.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[Ann's solution](#)

1516.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Ann's solution](#)

1517.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Ann's solution](#)

1518.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ann's solution](#)

1519.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Ann's solution](#)

1520.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Ann's solution](#)

1521.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[Ann's solution](#)

1522.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Ann's solution](#)

1523.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Ann's solution](#)

1524.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Ann's solution](#)

1525.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ann's solution](#)

1526.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Ann's solution](#)

1527.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Ann's solution](#)

1528.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Ann's solution](#)

1529.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Ann's solution](#)

1530.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Ann's solution](#)

1531.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar

[Ann's solution](#)

1532.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[Ann's solution](#)

1533.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Ann's solution](#)

1534.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ann's solution](#)

1535.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

1536.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ann's solution](#)

1537.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Ann's solution](#)

1538.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1539.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ann's solution](#)

1540.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Ann's solution](#)

1541.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Ann's solution](#)

1542.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2023-09-27 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Ann's solution](#)

1543.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ann's solution](#)

1544.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1545.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings

[Ann's solution](#)

1546.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Ann's solution](#)

1547.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3300 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Ann's solution](#)

1548.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Ann's solution](#)

1549.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-10-24 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[Ann's solution](#)

1550.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, sortings, trees

[Ann's solution](#)

1551.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ann's solution](#)

1552.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ann's solution](#)

1553.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ann's solution](#)

1554.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1555.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ann's solution](#)

1556.

102760C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1557.

102141F

[Palindromadness](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1558.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1559.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1560.

103999D

[Gioconda](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1561.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1562.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1563.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1564.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1565.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1566.

105789F

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1567.

105789D

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1568.

105789A

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Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1569.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

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1570.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1571.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1572.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1573.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1574.

100739A

[Queries](#) · [Tutorial](#)

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1575.

105009L

[Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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1576.

104234H

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

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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1577.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1578.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1579.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1580.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1581.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1582.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1583.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1584.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1585.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1586.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1587.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1588.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1589.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1590.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1591.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1592.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1593.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1594.

105401D

[Graceful Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1595.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1596.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1597.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1598.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1599.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1600.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1601.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1602.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1603.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1604.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1605.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1606.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1607.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1608.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

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1609.

105327L

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

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[Ann's solution](#)

1610.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1611.

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1612.

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1613.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1614.

105335K

[Kid Rally](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1615.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1616.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1617.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1618.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1619.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ann's solution](#)

1620.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1621.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1622.

102354B

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

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1623.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1624.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ann's solution](#)

1625.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1626.

104857C

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

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1627.

104479C

[Convolution](#) · [Tutorial](#)

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

[Ann's solution](#)

1628.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

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

[Ann's solution](#)

1629.

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1630.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1631.

101102J

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

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1632.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1633.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ann's solution](#)

1634.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1635.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1636.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1637.

102951D

[Static Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1638.

103562D

[City View](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1639.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1640.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1641.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1642.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1643.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1644.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1645.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1646.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ann's solution](#)

1647.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)

1648.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ann's solution](#)