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# Unique solved — BLOBVISGOD

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

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

Filters: none

Count: 1,567

1.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,712 global accepts · Rating: 800 · first AC: 2026-04-03 · Python 3 (first AC) · Tags: greedy

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2.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,096 global accepts · Rating: 800 · first AC: 2026-04-03 · Python 3 (first AC) · Tags: constructive algorithms, math

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3.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,931 global accepts · Rating: 800 · first AC: 2025-02-08 · last AC: 2026-04-03 · PyPy 3 (first AC) · Tags: brute force, math

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4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,997 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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5.

2125A

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

Quality: 27,985 global accepts · Rating: 800 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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6.

2146A

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

Quality: 21,838 global accepts · Rating: 800 · first AC: 2026-02-07 · last AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

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7.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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8.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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9.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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**10.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
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**11.**

2056A

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**12.**

2183A

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

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
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**13.**

1919B

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**14.**

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
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**15.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
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**16.**

2180B

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**17.**

2180A

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**18.**

1787A

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**19.**

2164A

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Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
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**20.**

2157A

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Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**21.**

1746B

[Rebellion](#) · [Tutorial](#)

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**22.**

1907A

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Quality: 41,759 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**23.**

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**24.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

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**25.**

1567A

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**26.**

2093A

[Ideal Generator](#) · [Tutorial](#)

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**27.**

1833C

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**28.**

1968A

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2172A

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**30.**

2163A

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**31.**

1863A

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**32.**

2161A

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**33.**

2154A

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**34.**

2160A

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**35.**

2152A

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**36.**

2067A

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**37.**

1905A

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**38.**

1763A

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**39.**

2078A

[Final Verdict](#) · [Tutorial](#)

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**40.**

2070A

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**41.**

2134A

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**42.**

2133A

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**43.**

2133B

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**44.**

2127A

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Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**45.**

2126A

[Only One Digit](#) · [Tutorial](#)

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**46.**

2126B

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**47.**

2128A

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**48.**

2122A

[Greedy Grid](#) · [Tutorial](#)

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**49.**

2124A

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

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**50.**

1669C

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**51.**

1669B

[Triple](#) · [Tutorial](#)

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**52.**

1669A

[Division?](#) · [Tutorial](#)

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**53.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

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**54.**

2120A

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**55.**

1870A

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**56.**

1896A

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**57.**

2110A

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

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**58.**

1982A

[Soccer](#) · [Tutorial](#)

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**59.**

2113A

[Shashliks](#) · [Tutorial](#)

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**60.**

1411A

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**61.**

1352A

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

Quality: 104,134 global accepts · Rating: 800 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**62.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**63.**

1804A

[Lame King](#) · [Tutorial](#)

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**64.**

2040A

[Game of Division](#) · [Tutorial](#)

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**65.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**66.**

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**67.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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**68.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**69.**

2109A

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Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-18 · PyPy 3 (first AC) · Tags: implementation

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**70.**

2084A

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Quality: 17,432 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**71.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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**72.**

2061A

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**73.**

2086A

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**74.**

1783A

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

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**75.**

1462A

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**76.**

1739A

[Immobile Knight](#) · [Tutorial](#)

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**77.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

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**78.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,014 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**79.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,219 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**80.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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**81.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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**82.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**83.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
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**84.**

2062A

[String](#) · [Tutorial](#)

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**85.**

2048A

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

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**86.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**87.**

2038J

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Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**88.**

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**89.**

2035A

[Sliding](#) · [Tutorial](#)

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**90.**

2022A

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Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**91.**

2021A

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- 92.**  
2020A  
[Find Minimum Operations · Tutorial](#)  
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- 95.**  
2001B  
[Generate Permutation · Tutorial](#)  
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[BLOBVIGOD's solution](#)
- 96.**  
2001A  
[Make All Equal · Tutorial](#)  
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[BLOBVIGOD's solution](#)
- 97.**  
2003B  
[Turtle and Piggy Are Playing a Game 2 · Tutorial](#)  
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[BLOBVIGOD's solution](#)
- 98.**  
2003A  
[Turtle and Good Strings · Tutorial](#)  
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[BLOBVIGOD's solution](#)
- 99.**  
1993A  
[Question Marks · Tutorial](#)  
Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[BLOBVIGOD's solution](#)
- 100.**  
2007A  
[Dora's Set · Tutorial](#)  
Quality: 25,268 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[BLOBVIGOD's solution](#)
- 101.**  
1838A  
[Blackboard List · Tutorial](#)  
Quality: 22,689 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[BLOBVIGOD's solution](#)
- 102.**  
1997A  
[Strong Password · Tutorial](#)  
Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[BLOBVIGOD's solution](#)

**103.**

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[BLOBVIGOD's solution](#)

**104.**

1791C

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

Quality: 74,185 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[BLOBVIGOD's solution](#)

**105.**

1791A

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

Quality: 80,625 global accepts · Rating: 800 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BLOBVIGOD's solution](#)

**106.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BLOBVIGOD's solution](#)

**107.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings

[BLOBVIGOD's solution](#)

**108.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,906 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BLOBVIGOD's solution](#)

**109.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BLOBVIGOD's solution](#)

**110.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,455 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BLOBVIGOD's solution](#)

**111.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,716 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BLOBVIGOD's solution](#)

**112.**

1971A

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

Quality: 59,499 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[BLOBVIGOD's solution](#)

**113.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[BLOBVIGOD's solution](#)

**114.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[BLOBVIGOD's solution](#)

**115.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[BLOBVIGOD's solution](#)

**116.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[BLOBVIGOD's solution](#)

**117.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[BLOBVIGOD's solution](#)

**118.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[BLOBVIGOD's solution](#)

**119.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[BLOBVIGOD's solution](#)

**120.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,424 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[BLOBVIGOD's solution](#)

**121.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[BLOBVIGOD's solution](#)

**122.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[BLOBVIGOD's solution](#)

**123.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[BLOBVIGOD's solution](#)

**124.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BLOBVISEGOD's solution](#)

**125.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BLOBVISEGOD's solution](#)

**126.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[BLOBVISEGOD's solution](#)

**127.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,656 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[BLOBVISEGOD's solution](#)

**128.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: strings

[BLOBVISEGOD's solution](#)

**129.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[BLOBVISEGOD's solution](#)

**130.**

1837A

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

Quality: 54,846 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BLOBVISEGOD's solution](#)

**131.**

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

[BLOBVISEGOD's solution](#)

**132.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy

[BLOBVISEGOD's solution](#)

**133.**

1445A

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

Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[BLOBVISEGOD's solution](#)

**134.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math

[BLOBVISEGOD's solution](#)

**135.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 900 · first AC: 2026-04-03 · last AC: 2026-04-03 · Python 3 (first AC) · Tags: implementation, sortings  
[BLOBVIGOD's solution](#)

**136.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[BLOBVIGOD's solution](#)

**137.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[BLOBVIGOD's solution](#)

**138.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory  
[BLOBVIGOD's solution](#)

**139.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,869 global accepts · Rating: 900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings  
[BLOBVIGOD's solution](#)

**140.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[BLOBVIGOD's solution](#)

**141.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[BLOBVIGOD's solution](#)

**142.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[BLOBVIGOD's solution](#)

**143.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,561 global accepts · Rating: 900 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[BLOBVIGOD's solution](#)

**144.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy, math, sortings  
[BLOBVIGOD's solution](#)

**145.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[BLOBVIGOD's solution](#)

**146.**

2047B

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

Quality: 19,249 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[BLOBVIGOD's solution](#)

**147.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BLOBVIGOD's solution](#)

**148.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**149.**

2042B

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

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

[BLOBVIGOD's solution](#)

**150.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BLOBVIGOD's solution](#)

**151.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**152.**

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**153.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BLOBVIGOD's solution](#)

**154.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BLOBVIGOD's solution](#)

**155.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BLOBVIGOD's solution](#)

**156.**

1971C

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

Quality: 41,579 global accepts · Rating: 900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BLOBVIGOD's solution](#)

**157.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BLOBVIGOD's solution](#)

**158.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**159.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[BLOBVIGOD's solution](#)

**160.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[BLOBVIGOD's solution](#)

**161.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math

[BLOBVIGOD's solution](#)

**162.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**163.**

2203B

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

Quality: 14,302 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[BLOBVIGOD's solution](#)

**164.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[BLOBVIGOD's solution](#)

**165.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BLOBVIGOD's solution](#)

**166.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**167.**

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BLOBVIGOD's solution](#)

**168.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BLOBVIGOD's solution](#)

**169.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[BLOBVIGOD's solution](#)

**170.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1000 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[BLOBVIGOD's solution](#)

**171.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BLOBVIGOD's solution](#)

**172.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**173.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BLOBVIGOD's solution](#)

**174.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BLOBVIGOD's solution](#)

**175.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,275 global accepts · Rating: 1000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[BLOBVIGOD's solution](#)

**176.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,110 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BLOBVISINGOD's solution](#)

**177.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BLOBVISINGOD's solution](#)

**178.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BLOBVISINGOD's solution](#)

**179.**

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,910 global accepts · Rating: 1000 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BLOBVISINGOD's solution](#)

**180.**

1841B

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

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

[BLOBVISINGOD's solution](#)

**181.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BLOBVISINGOD's solution](#)

**182.**

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BLOBVISINGOD's solution](#)

**183.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BLOBVISINGOD's solution](#)

**184.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BLOBVISINGOD's solution](#)

**185.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BLOBVISINGOD's solution](#)

**186.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BLOBVISINGOD's solution](#)

**187.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,283 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[BLOBVISO GOD's solution](#)

**188.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[BLOBVISO GOD's solution](#)

**189.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[BLOBVISO GOD's solution](#)

**190.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,620 global accepts · Rating: 1100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[BLOBVISO GOD's solution](#)

**191.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[BLOBVISO GOD's solution](#)

**192.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[BLOBVISO GOD's solution](#)

**193.**

1726B

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

Quality: 16,852 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[BLOBVISO GOD's solution](#)

**194.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[BLOBVISO GOD's solution](#)

**195.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[BLOBVISO GOD's solution](#)

**196.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[BLOBVISO GOD's solution](#)

**197.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[BLOBVIGOD's solution](#)

**198.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[BLOBVIGOD's solution](#)

**199.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,814 global accepts · Rating: 1100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[BLOBVIGOD's solution](#)

**200.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[BLOBVIGOD's solution](#)

**201.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[BLOBVIGOD's solution](#)

**202.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[BLOBVIGOD's solution](#)

**203.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[BLOBVIGOD's solution](#)

**204.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[BLOBVIGOD's solution](#)

**205.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[BLOBVIGOD's solution](#)

**206.**

1673B

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

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[BLOBVIGOD's solution](#)

**207.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BLOBVIGOD's solution](#)

## 208.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[BLOBVIGOD's solution](#)

## 209.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[BLOBVIGOD's solution](#)

## 210.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BLOBVIGOD's solution](#)

## 211.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[BLOBVIGOD's solution](#)

## 212.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[BLOBVIGOD's solution](#)

## 213.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,617 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

## 214.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[BLOBVIGOD's solution](#)

## 215.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[BLOBVIGOD's solution](#)

## 216.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BLOBVIGOD's solution](#)

## 217.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,292 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BLOBVIGOD's solution](#)

**218.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[BLOBVIGOD's solution](#)

**219.**

2056C

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

Quality: 19,438 global accepts · Rating: 1200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[BLOBVIGOD's solution](#)

**220.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[BLOBVIGOD's solution](#)

**221.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[BLOBVIGOD's solution](#)

**222.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[BLOBVIGOD's solution](#)

**223.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BLOBVIGOD's solution](#)

**224.**

2135A

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

Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BLOBVIGOD's solution](#)

**225.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BLOBVIGOD's solution](#)

**226.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,682 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BLOBVIGOD's solution](#)

**227.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BLOBVISOLOG's solution](#)

**228.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,867 global accepts · Rating: 1200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BLOBVISOLOG's solution](#)

**229.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BLOBVISOLOG's solution](#)

**230.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BLOBVISOLOG's solution](#)

**231.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation

[BLOBVISOLOG's solution](#)

**232.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, strings

[BLOBVISOLOG's solution](#)

**233.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BLOBVISOLOG's solution](#)

**234.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BLOBVISOLOG's solution](#)

**235.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[BLOBVISOLOG's solution](#)

**236.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BLOBVISOLOG's solution](#)

**237.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math, sortings

[BLOBVIGOD's solution](#)

**238.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[BLOBVIGOD's solution](#)

**239.**

2047C

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

Rating: 1200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BLOBVIGOD's solution](#)

**240.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[BLOBVIGOD's solution](#)

**241.**

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[BLOBVIGOD's solution](#)

**242.**

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[BLOBVIGOD's solution](#)

**243.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[BLOBVIGOD's solution](#)

**244.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[BLOBVIGOD's solution](#)

**245.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BLOBVIGOD's solution](#)

**246.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[BLOBVIGOD's solution](#)

**247.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**248.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation  
[BLOBVIGOD's solution](#)

**249.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,411 global accepts · Rating: 1200 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[BLOBVIGOD's solution](#)

**250.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[BLOBVIGOD's solution](#)

**251.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[BLOBVIGOD's solution](#)

**252.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[BLOBVIGOD's solution](#)

**253.**

2206K

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

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search  
[BLOBVIGOD's solution](#)

**254.**

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[BLOBVIGOD's solution](#)

**255.**

2201A1

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

Quality: 11,057 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[BLOBVIGOD's solution](#)

**256.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation  
[BLOBVIGOD's solution](#)

**257.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings  
[BLOBVIGOD's solution](#)

**258.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings  
[BLOBVIGOD's solution](#)

**259.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths  
[BLOBVIGOD's solution](#)

**260.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,161 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks  
[BLOBVIGOD's solution](#)

**261.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[BLOBVIGOD's solution](#)

**262.**

2152B

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

Quality: 12,856 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[BLOBVIGOD's solution](#)

**263.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,701 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation  
[BLOBVIGOD's solution](#)

**264.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[BLOBVIGOD's solution](#)

**265.**

2129A

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

Quality: 16,651 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  
[BLOBVIGOD's solution](#)

**266.**

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[BLOBVIGOD's solution](#)

**267.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[BLOBVIGOD's solution](#)

**268.**

1942C1

[Bessie's Birthday Cake \(Easy Version\) · Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[BLOBVIGOD's solution](#)

**269.**

1870C

[Colorful Table · Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[BLOBVIGOD's solution](#)

**270.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[BLOBVIGOD's solution](#)

**271.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[BLOBVIGOD's solution](#)

**272.**

1446A

[Knapsack · Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[BLOBVIGOD's solution](#)

**273.**

1810C

[Make It Permutation · Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[BLOBVIGOD's solution](#)

**274.**

1978C

[Manhattan Permutations · Tutorial](#)

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[BLOBVIGOD's solution](#)

**275.**

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[BLOBVIGOD's solution](#)

**276.**

1603A

[Di-visible Confusion · Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[BLOBVIGOD's solution](#)

**277.**

2073L

[Boarding Queue · Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**278.**

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[BLOBVIGOD's solution](#)

**279.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BLOBVIGOD's solution](#)

**280.**

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BLOBVIGOD's solution](#)

**281.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**282.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BLOBVIGOD's solution](#)

**283.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**284.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[BLOBVIGOD's solution](#)

**285.**

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[BLOBVIGOD's solution](#)

**286.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[BLOBVIGOD's solution](#)

**287.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**288.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[BLOBVIGOD's solution](#)

**289.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[BLOBVIGOD's solution](#)

**290.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[BLOBVIGOD's solution](#)

**291.**

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[BLOBVIGOD's solution](#)

**292.**

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[BLOBVIGOD's solution](#)

**293.**

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  
[BLOBVIGOD's solution](#)

**294.**

2097A

[Sports Betting · Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings  
[BLOBVIGOD's solution](#)

**295.**

2190B1

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

Quality: 10,680 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  
[BLOBVIGOD's solution](#)

**296.**

1919C

[Grouping Increases · Tutorial](#)

Quality: 28,587 global accepts · Rating: 1400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy  
[BLOBVIGOD's solution](#)

**297.**

2181B

[Battle of Arrays · Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy  
[BLOBVIGOD's solution](#)

**298.**

2157C

[Meximum Array 2 · Tutorial](#)

Quality: 9,256 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[BLOBVIGOD's solution](#)

### 299.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 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  
[BLOBVIGOD's solution](#)

### 300.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[BLOBVIGOD's solution](#)

### 301.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,545 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory  
[BLOBVIGOD's solution](#)

### 302.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[BLOBVIGOD's solution](#)

### 303.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[BLOBVIGOD's solution](#)

### 304.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[BLOBVIGOD's solution](#)

### 305.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,020 global accepts · Rating: 1400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[BLOBVIGOD's solution](#)

### 306.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[BLOBVIGOD's solution](#)

### 307.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[BLOBVIGOD's solution](#)

### 308.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings

[BLOBVIGOD's solution](#)

**309.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**310.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy

[BLOBVIGOD's solution](#)

**311.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BLOBVIGOD's solution](#)

**312.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[BLOBVIGOD's solution](#)

**313.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[BLOBVIGOD's solution](#)

**314.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[BLOBVIGOD's solution](#)

**315.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BLOBVIGOD's solution](#)

**316.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[BLOBVIGOD's solution](#)

**317.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[BLOBVIGOD's solution](#)

**318.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[BLOBVIGOD's solution](#)

**319.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[BLOBVIGOD's solution](#)

**320.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BLOBVIGOD's solution](#)

**321.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[BLOBVIGOD's solution](#)

**322.**

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BLOBVIGOD's solution](#)

**323.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[BLOBVIGOD's solution](#)

**324.**

2020C

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

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[BLOBVIGOD's solution](#)

**325.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[BLOBVIGOD's solution](#)

**326.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BLOBVIGOD's solution](#)

**327.**

1838C

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

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BLOBVIGOD's solution](#)

**328.**

1830A

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

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[BLOBVIGOD's solution](#)

**329.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[BLOBVIGOD's solution](#)

**330.**

1887A1

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

Rating: 1400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[BLOBVIGOD's solution](#)

**331.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[BLOBVIGOD's solution](#)

**332.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[BLOBVIGOD's solution](#)

**333.**

1894C

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

Rating: 1400 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[BLOBVIGOD's solution](#)

**334.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[BLOBVIGOD's solution](#)

**335.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[BLOBVIGOD's solution](#)

**336.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,038 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math  
[BLOBVIGOD's solution](#)

**337.**

2183D1

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

Quality: 8,856 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  
[BLOBVIGOD's solution](#)

**338.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers  
[BLOBVIGOD's solution](#)

**339.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[BLOBVISINGOD's solution](#)

**340.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BLOBVISINGOD's solution](#)

**341.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings

[BLOBVISINGOD's solution](#)

**342.**

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[BLOBVISINGOD's solution](#)

**343.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BLOBVISINGOD's solution](#)

**344.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[BLOBVISINGOD's solution](#)

**345.**

1417C

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

Rating: 1500 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BLOBVISINGOD's solution](#)

**346.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers

[BLOBVISINGOD's solution](#)

**347.**

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[BLOBVISINGOD's solution](#)

**348.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[BLOBVISINGOD's solution](#)

**349.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[BLOBVIGOD's solution](#)

**350.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BLOBVIGOD's solution](#)

**351.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[BLOBVIGOD's solution](#)

**352.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BLOBVIGOD's solution](#)

**353.**

1416A

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

Quality: 16,723 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BLOBVIGOD's solution](#)

**354.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**355.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[BLOBVIGOD's solution](#)

**356.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[BLOBVIGOD's solution](#)

**357.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BLOBVIGOD's solution](#)

**358.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,901 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[BLOBVIGOD's solution](#)

**359.**

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BLOBVIGOD's solution](#)

**360.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[BLOBVIGOD's solution](#)

**361.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[BLOBVIGOD's solution](#)

**362.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[BLOBVIGOD's solution](#)

**363.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[BLOBVIGOD's solution](#)

**364.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BLOBVIGOD's solution](#)

**365.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**366.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[BLOBVIGOD's solution](#)

**367.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[BLOBVIGOD's solution](#)

**368.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BLOBVIGOD's solution](#)

**369.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu,

graphs, implementation, trees

[BLOBVIGOD's solution](#)

**370.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: games

[BLOBVIGOD's solution](#)

**371.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[BLOBVIGOD's solution](#)

**372.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BLOBVIGOD's solution](#)

**373.**

2157D

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

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[BLOBVIGOD's solution](#)

**374.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[BLOBVIGOD's solution](#)

**375.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 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

[BLOBVIGOD's solution](#)

**376.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[BLOBVIGOD's solution](#)

**377.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BLOBVIGOD's solution](#)

**378.**

1352G

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

Quality: 24,804 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BLOBVIGOD's solution](#)

**379.**

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[BLOBVIGOD's solution](#)

**380.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[BLOBVIGOD's solution](#)

**381.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BLOBVIGOD's solution](#)

**382.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**383.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BLOBVIGOD's solution](#)

**384.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[BLOBVIGOD's solution](#)

**385.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[BLOBVIGOD's solution](#)

**386.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[BLOBVIGOD's solution](#)

**387.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[BLOBVIGOD's solution](#)

**388.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[BLOBVIGOD's solution](#)

**389.**

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[BLOBVIGOD's solution](#)

**390.**

2047D

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

Rating: 1600 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[BLOBVIGOD's solution](#)

**391.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[BLOBVIGOD's solution](#)

**392.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[BLOBVIGOD's solution](#)

**393.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[BLOBVIGOD's solution](#)

**394.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, ternary search

[BLOBVIGOD's solution](#)

**395.**

1920C

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

Quality: 19,923 global accepts · Rating: 1600 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BLOBVIGOD's solution](#)

**396.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[BLOBVIGOD's solution](#)

**397.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, strings

[BLOBVIGOD's solution](#)

**398.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[BLOBVIGOD's solution](#)

**399.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[BLOBVIGOD's solution](#)

**400.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[BLOBVISINGOD's solution](#)

**401.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BLOBVISINGOD's solution](#)

**402.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BLOBVISINGOD's solution](#)

**403.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**404.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[BLOBVISINGOD's solution](#)

**405.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[BLOBVISINGOD's solution](#)

**406.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[BLOBVISINGOD's solution](#)

**407.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BLOBVISINGOD's solution](#)

**408.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[BLOBVISINGOD's solution](#)

**409.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[BLOBVISINGOD's solution](#)

**410.**

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[BLOBVISINGOD's solution](#)

**411.**

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BLOBVISINGOD's solution](#)

**412.**

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BLOBVISINGOD's solution](#)

**413.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BLOBVISINGOD's solution](#)

**414.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BLOBVISINGOD's solution](#)

**415.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[BLOBVISINGOD's solution](#)

**416.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[BLOBVISINGOD's solution](#)

**417.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[BLOBVISINGOD's solution](#)

**418.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BLOBVISINGOD's solution](#)

**419.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BLOBVISINGOD's solution](#)

**420.**

2159A

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

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[BLOBVIGOD's solution](#)

**421.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[BLOBVIGOD's solution](#)

**422.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[BLOBVIGOD's solution](#)

**423.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[BLOBVIGOD's solution](#)

**424.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-06-12 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[BLOBVIGOD's solution](#)

**425.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[BLOBVIGOD's solution](#)

**426.**

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

[BLOBVIGOD's solution](#)

**427.**

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

[BLOBVIGOD's solution](#)

**428.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[BLOBVIGOD's solution](#)

**429.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BLOBVIGOD's solution](#)

**430.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[BLOBVIGOD's solution](#)

**431.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[BLOBVIGOD's solution](#)

**432.**

1982D

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

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[BLOBVIGOD's solution](#)

**433.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[BLOBVIGOD's solution](#)

**434.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[BLOBVIGOD's solution](#)

**435.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[BLOBVIGOD's solution](#)

**436.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BLOBVIGOD's solution](#)

**437.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[BLOBVIGOD's solution](#)

**438.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BLOBVIGOD's solution](#)

**439.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[BLOBVIGOD's solution](#)

**440.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[BLOBVISINGOD's solution](#)

**441.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[BLOBVISINGOD's solution](#)

**442.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings  
[BLOBVISINGOD's solution](#)

**443.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[BLOBVISINGOD's solution](#)

**444.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math  
[BLOBVISINGOD's solution](#)

**445.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[BLOBVISINGOD's solution](#)

**446.**

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers  
[BLOBVISINGOD's solution](#)

**447.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[BLOBVISINGOD's solution](#)

**448.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[BLOBVISINGOD's solution](#)

**449.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[BLOBVIGOD's solution](#)

**450.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[BLOBVIGOD's solution](#)

**451.**

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[BLOBVIGOD's solution](#)

**452.**

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[BLOBVIGOD's solution](#)

**453.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[BLOBVIGOD's solution](#)

**454.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BLOBVIGOD's solution](#)

**455.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[BLOBVIGOD's solution](#)

**456.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,489 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[BLOBVIGOD's solution](#)

**457.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BLOBVIGOD's solution](#)

**458.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[BLOBVIGOD's solution](#)

**459.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[BLOBVIGOD's solution](#)

**460.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[BLOBVIGOD's solution](#)

**461.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[BLOBVIGOD's solution](#)

**462.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BLOBVIGOD's solution](#)

**463.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[BLOBVIGOD's solution](#)

**464.**

1694D

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

Rating: 1700 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BLOBVIGOD's solution](#)

**465.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[BLOBVIGOD's solution](#)

**466.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BLOBVIGOD's solution](#)

**467.**

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

[BLOBVIGOD's solution](#)

**468.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[BLOBVIGOD's solution](#)

**469.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[BLOBVIGOD's solution](#)

**470.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BLOBVISINGOD's solution](#)

**471.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

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**472.**

2101B

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Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

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**473.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,198 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**474.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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**475.**

1083A

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**476.**

2120D

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Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

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**477.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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**478.**

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**479.**

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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**480.**

1280B

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Quality: 4,204 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**481.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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**482.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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**483.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[BLOBVISINGOD's solution](#)

**484.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BLOBVISINGOD's solution](#)

**485.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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**486.**

1852B

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

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[BLOBVISINGOD's solution](#)

**487.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

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**488.**

143D

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[BLOBVISINGOD's solution](#)

**489.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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**490.**

1824B1

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

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**491.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**492.**

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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**493.**

847E

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**494.**

2022C

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Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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**495.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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**496.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**497.**

2005C

[Lazy Narek](#) · [Tutorial](#)

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[BLOBVIGOD's solution](#)

**498.**

2007E

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

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

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**499.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

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**500.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**501.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[BLOBVIGOD's solution](#)

**502.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

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**503.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**504.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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**505.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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**506.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**507.**

1861D

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**508.**

1922E

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Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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**509.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

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**510.**

1841C

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1709C

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Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**512.**

2138B

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**513.**

2190B2

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

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**514.**

2180C

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Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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**515.**

2180D

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**516.**

2174B

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**517.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

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**518.**

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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**519.**

1479B1

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**520.**

1483B

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Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation

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**521.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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**522.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

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**523.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

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**524.**

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

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**525.**

2018B

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**526.**

2128E1

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**527.**

2040D

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**528.**

1404B

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**529.**

1495B

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**530.**

2073A

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**531.**

2089B1

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2077B

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**533.**

1677C

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**534.**

1648C

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**535.**

1383B

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**536.**

2066B

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**537.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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**538.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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**539.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression

parsing, strings

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**540.**

2042D

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Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

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**541.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

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**542.**

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[BLOBVIGOD's solution](#)

**543.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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**544.**

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**545.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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**546.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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**547.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**548.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[BLOBVIGOD's solution](#)

**549.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
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**550.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BLOBVIGOD's solution](#)

**551.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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**552.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[BLOBVIGOD's solution](#)

**553.**

1887A2

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

Rating: 1900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[BLOBVIGOD's solution](#)

**554.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[BLOBVIGOD's solution](#)

**555.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[BLOBVIGOD's solution](#)

**556.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[BLOBVIGOD's solution](#)

**557.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[BLOBVIGOD's solution](#)

**558.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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**559.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**560.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BLOBVISOLOG's solution](#)

**561.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[BLOBVISOLOG's solution](#)

**562.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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**563.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

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**564.**

1912D

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Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: math

[BLOBVISOLOG's solution](#)

**565.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[BLOBVISOLOG's solution](#)

**566.**

2216D

[RReeppeettiittiioonn](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory

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**567.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[BLOBVISOLOG's solution](#)

**568.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

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**569.**

2201C

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**570.**

1889C1

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

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**571.**

2138C2

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Quality: 3,370 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

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**572.**

2178E

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**573.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

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**574.**

2172I

[Birthday](#) · [Tutorial](#)

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

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**575.**

2135C

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Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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**576.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BLOBVIGOD's solution](#)

**577.**

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

[BLOBVIGOD's solution](#)

**578.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[BLOBVIGOD's solution](#)

**579.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-12-16 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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**580.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[BLOBVIGOD's solution](#)

**581.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[BLOBVIGOD's solution](#)

**582.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-06-12 · last AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[BLOBVIGOD's solution](#)

**583.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BLOBVIGOD's solution](#)

**584.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[BLOBVIGOD's solution](#)

**585.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BLOBVIGOD's solution](#)

**586.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[BLOBVIGOD's solution](#)

**587.**

1588B

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

Rating: 2000 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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**588.**

2096D

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

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BLOBVIGOD's solution](#)

**589.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[BLOBVIGOD's solution](#)

**590.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**591.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[BLOBVIGOD's solution](#)

**592.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**593.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[BLOBVIGOD's solution](#)

**594.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[BLOBVIGOD's solution](#)

**595.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[BLOBVIGOD's solution](#)

**596.**

1851G

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Quality: 4,045 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[BLOBVIGOD's solution](#)

**597.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

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**598.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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**599.**

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
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**600.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BLOBVIGOD's solution](#)

**601.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[BLOBVIGOD's solution](#)

**602.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[BLOBVIGOD's solution](#)

**603.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

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**604.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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**605.**

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

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**606.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[BLOBVIGOD's solution](#)

**607.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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**608.**

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**609.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings,

strings

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**610.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[BLOBVIGOD's solution](#)

**611.**

1984D

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

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

[BLOBVIGOD's solution](#)

**612.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BLOBVIGOD's solution](#)

**613.**

1867E1

[Salylg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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**614.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BLOBVIGOD's solution](#)

**615.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-12 · last AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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**616.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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**617.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

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**618.**

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[BLOBVIGOD's solution](#)

**619.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[BLOBVIGOD's solution](#)

**620.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[BLOBVIGOD's solution](#)

**621.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[BLOBVIGOD's solution](#)

**622.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BLOBVIGOD's solution](#)

**623.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

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**624.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[BLOBVIGOD's solution](#)

**625.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[BLOBVIGOD's solution](#)

**626.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[BLOBVIGOD's solution](#)

**627.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[BLOBVIGOD's solution](#)

**628.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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**629.**

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[BLOBVIGOD's solution](#)

**630.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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**631.**

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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**632.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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**633.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**634.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,741 global accepts · Rating: 2100 · first AC: 2025-02-10 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[BLOBVIGOD's solution](#)

**635.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BLOBVIGOD's solution](#)

**636.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[BLOBVIGOD's solution](#)

**637.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[BLOBVIGOD's solution](#)

**638.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[BLOBVIGOD's solution](#)

**639.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[BLOBVISINGOD's solution](#)

**640.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BLOBVISINGOD's solution](#)

**641.**

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[BLOBVISINGOD's solution](#)

**642.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[BLOBVISINGOD's solution](#)

**643.**

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[BLOBVISINGOD's solution](#)

**644.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[BLOBVISINGOD's solution](#)

**645.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[BLOBVISINGOD's solution](#)

**646.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BLOBVISINGOD's solution](#)

**647.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, greedy, trees

[BLOBVISINGOD's solution](#)

**648.**

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[BLOBVISINGOD's solution](#)

**649.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[BLOBVIGOD's solution](#)

**650.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[BLOBVIGOD's solution](#)

**651.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[BLOBVIGOD's solution](#)

**652.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[BLOBVIGOD's solution](#)

**653.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BLOBVIGOD's solution](#)

**654.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[BLOBVIGOD's solution](#)

**655.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[BLOBVIGOD's solution](#)

**656.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[BLOBVIGOD's solution](#)

**657.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BLOBVIGOD's solution](#)

**658.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[BLOBVIGOD's solution](#)

**659.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs  
[BLOBVISINGOD's solution](#)

**660.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[BLOBVISINGOD's solution](#)

**661.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[BLOBVISINGOD's solution](#)

**662.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[BLOBVISINGOD's solution](#)

**663.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[BLOBVISINGOD's solution](#)

**664.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: dp, math, number theory  
[BLOBVISINGOD's solution](#)

**665.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[BLOBVISINGOD's solution](#)

**666.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[BLOBVISINGOD's solution](#)

**667.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[BLOBVISINGOD's solution](#)

**668.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[BLOBVISINGOD's solution](#)

**669.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, geometry, greedy, implementation, math

[BLOBVIGOD's solution](#)

**670.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[BLOBVIGOD's solution](#)

**671.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[BLOBVIGOD's solution](#)

**672.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[BLOBVIGOD's solution](#)

**673.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[BLOBVIGOD's solution](#)

**674.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[BLOBVIGOD's solution](#)

**675.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[BLOBVIGOD's solution](#)

**676.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: graphs, math, shortest paths

[BLOBVIGOD's solution](#)

**677.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[BLOBVIGOD's solution](#)

**678.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BLOBVIGOD's solution](#)

**679.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[BLOBVIGOD's solution](#)

**680.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[BLOBVIGOD's solution](#)

**681.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**682.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BLOBVIGOD's solution](#)

**683.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[BLOBVIGOD's solution](#)

**684.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BLOBVIGOD's solution](#)

**685.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[BLOBVIGOD's solution](#)

**686.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BLOBVIGOD's solution](#)

**687.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[BLOBVIGOD's solution](#)

**688.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BLOBVIGOD's solution](#)

**689.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2023-12-08 · last AC: 2024-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data

structures, implementation, math, two pointers

[BLOBVIGOD's solution](#)

**690.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BLOBVIGOD's solution](#)

**691.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BLOBVIGOD's solution](#)

**692.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[BLOBVIGOD's solution](#)

**693.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[BLOBVIGOD's solution](#)

**694.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[BLOBVIGOD's solution](#)

**695.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[BLOBVIGOD's solution](#)

**696.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[BLOBVIGOD's solution](#)

**697.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**698.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[BLOBVIGOD's solution](#)

**699.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: dp

[BLOBVISO GOD's solution](#)

**700.**

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[BLOBVISO GOD's solution](#)

**701.**

1848D

[Vika and Bonuses · Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[BLOBVISO GOD's solution](#)

**702.**

1907G

[Lights · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[BLOBVISO GOD's solution](#)

**703.**

1912E

[Evaluate It and Back Again · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[BLOBVISO GOD's solution](#)

**704.**

1776B

[Vittorio Plays with LEGO Bricks · Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[BLOBVISO GOD's solution](#)

**705.**

1704E

[Count Seconds · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[BLOBVISO GOD's solution](#)

**706.**

2041I

[Auto Complete · Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[BLOBVISO GOD's solution](#)

**707.**

2041H

[Sheet Music · Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BLOBVISO GOD's solution](#)

**708.**

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[BLOBVISO GOD's solution](#)

**709.**

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp,

math

[BLOBVIGOD's solution](#)

## 710.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[BLOBVIGOD's solution](#)

## 711.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BLOBVIGOD's solution](#)

## 712.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[BLOBVIGOD's solution](#)

## 713.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 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

[BLOBVIGOD's solution](#)

## 714.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[BLOBVIGOD's solution](#)

## 715.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[BLOBVIGOD's solution](#)

## 716.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[BLOBVIGOD's solution](#)

## 717.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 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

[BLOBVIGOD's solution](#)

## 718.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[BLOBVIGOD's solution](#)

## 719.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[BLOBVIGOD's solution](#)

## 720.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[BLOBVIGOD's solution](#)

## 721.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[BLOBVIGOD's solution](#)

## 722.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-16 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BLOBVIGOD's solution](#)

## 723.

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

[BLOBVIGOD's solution](#)

## 724.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-02-06 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[BLOBVIGOD's solution](#)

## 725.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[BLOBVIGOD's solution](#)

## 726.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-06-19 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[BLOBVIGOD's solution](#)

## 727.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[BLOBVIGOD's solution](#)

## 728.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[BLOBVIGOD's solution](#)

**729.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BLOBVIGOD's solution](#)

**730.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[BLOBVIGOD's solution](#)

**731.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[BLOBVIGOD's solution](#)

**732.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[BLOBVIGOD's solution](#)

**733.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[BLOBVIGOD's solution](#)

**734.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[BLOBVIGOD's solution](#)

**735.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation, trees

[BLOBVIGOD's solution](#)

**736.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BLOBVIGOD's solution](#)

**737.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[BLOBVIGOD's solution](#)

**738.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[BLOBVIGOD's solution](#)

**739.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[BLOBVIGOD's solution](#)

**740.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[BLOBVIGOD's solution](#)

**741.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[BLOBVIGOD's solution](#)

**742.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[BLOBVIGOD's solution](#)

**743.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BLOBVIGOD's solution](#)

**744.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[BLOBVIGOD's solution](#)

**745.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[BLOBVIGOD's solution](#)

**746.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[BLOBVIGOD's solution](#)

**747.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BLOBVIGOD's solution](#)

**748.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[BLOBVIGOD's solution](#)

**749.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BLOBVIGOD's solution](#)

**750.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[BLOBVIGOD's solution](#)

**751.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[BLOBVIGOD's solution](#)

**752.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[BLOBVIGOD's solution](#)

**753.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[BLOBVIGOD's solution](#)

**754.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[BLOBVIGOD's solution](#)

**755.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[BLOBVIGOD's solution](#)

**756.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[BLOBVIGOD's solution](#)

**757.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[BLOBVIGOD's solution](#)

**758.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BLOBVIGOD's solution](#)

**759.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[BLOBVIGOD's solution](#)

**760.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[BLOBVIGOD's solution](#)

**761.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[BLOBVIGOD's solution](#)

**762.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**763.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[BLOBVIGOD's solution](#)

**764.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[BLOBVIGOD's solution](#)

**765.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**766.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[BLOBVIGOD's solution](#)

**767.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[BLOBVIGOD's solution](#)

**768.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[BLOBVIGOD's solution](#)

**769.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[BLOBVIGOD's solution](#)

**770.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BLOBVIGOD's solution](#)

**771.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-09-25 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[BLOBVIGOD's solution](#)

**772.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[BLOBVIGOD's solution](#)

**773.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[BLOBVIGOD's solution](#)

**774.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-04-23 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[BLOBVIGOD's solution](#)

**775.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BLOBVIGOD's solution](#)

**776.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[BLOBVIGOD's solution](#)

**777.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[BLOBVIGOD's solution](#)

**778.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-10-28 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[BLOBVIGOD's solution](#)

**779.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[BLOBVIGOD's solution](#)

**780.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[BLOBVIGOD's solution](#)

**781.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[BLOBVIGOD's solution](#)

**782.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[BLOBVIGOD's solution](#)

**783.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[BLOBVIGOD's solution](#)

**784.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[BLOBVIGOD's solution](#)

**785.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[BLOBVIGOD's solution](#)

**786.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[BLOBVIGOD's solution](#)

**787.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[BLOBVIGOD's solution](#)

**788.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BLOBVIGOD's solution](#)

**789.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**790.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[BLOBVIGOD's solution](#)

**791.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[BLOBVIGOD's solution](#)

**792.**

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[BLOBVIGOD's solution](#)

**793.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[BLOBVIGOD's solution](#)

**794.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[BLOBVIGOD's solution](#)

**795.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[BLOBVIGOD's solution](#)

**796.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[BLOBVIGOD's solution](#)

**797.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**798.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[BLOBVIGOD's solution](#)

**799.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[BLOBVIGOD's solution](#)

**800.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[BLOBVIGOD's solution](#)

**801.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[BLOBVIGOD's solution](#)

**802.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[BLOBVIGOD's solution](#)

**803.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[BLOBVIGOD's solution](#)

**804.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[BLOBVIGOD's solution](#)

**805.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BLOBVIGOD's solution](#)

**806.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[BLOBVIGOD's solution](#)

**807.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BLOBVIGOD's solution](#)

### 808.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[BLOBVIGOD's solution](#)

### 809.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

### 810.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

### 811.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[BLOBVIGOD's solution](#)

### 812.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BLOBVIGOD's solution](#)

### 813.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BLOBVIGOD's solution](#)

### 814.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[BLOBVIGOD's solution](#)

### 815.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[BLOBVIGOD's solution](#)

### 816.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[BLOBVIGOD's solution](#)

### 817.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[BLOBVIGOD's solution](#)

**818.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[BLOBVIGOD's solution](#)

**819.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[BLOBVIGOD's solution](#)

**820.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[BLOBVIGOD's solution](#)

**821.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[BLOBVIGOD's solution](#)

**822.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[BLOBVIGOD's solution](#)

**823.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[BLOBVIGOD's solution](#)

**824.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[BLOBVIGOD's solution](#)

**825.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BLOBVIGOD's solution](#)

**826.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[BLOBVIGOD's solution](#)

**827.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[BLOBVIGOD's solution](#)

**828.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BLOBVIGOD's solution](#)

**829.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[BLOBVIGOD's solution](#)

**830.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[BLOBVIGOD's solution](#)

**831.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BLOBVIGOD's solution](#)

**832.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[BLOBVIGOD's solution](#)

**833.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[BLOBVIGOD's solution](#)

**834.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[BLOBVIGOD's solution](#)

**835.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[BLOBVIGOD's solution](#)

**836.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[BLOBVIGOD's solution](#)

**837.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[BLOBVIGOD's solution](#)

**838.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[BLOBVIGOD's solution](#)

**839.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[BLOBVIGOD's solution](#)

**840.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[BLOBVIGOD's solution](#)

**841.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[BLOBVIGOD's solution](#)

**842.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[BLOBVIGOD's solution](#)

**843.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings

[BLOBVIGOD's solution](#)

**844.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[BLOBVIGOD's solution](#)

**845.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[BLOBVIGOD's solution](#)

**846.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[BLOBVIGOD's solution](#)

**847.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[BLOBVIGOD's solution](#)

**848.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[BLOBVIGOD's solution](#)

**849.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[BLOBVIGOD's solution](#)

**850.**

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[BLOBVIGOD's solution](#)

**851.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[BLOBVIGOD's solution](#)

**852.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, trees

[BLOBVIGOD's solution](#)

**853.**

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[BLOBVIGOD's solution](#)

**854.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[BLOBVIGOD's solution](#)

**855.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[BLOBVIGOD's solution](#)

**856.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BLOBVIGOD's solution](#)

**857.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BLOBVIGOD's solution](#)

**858.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BLOBVIGOD's solution](#)

**859.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BLOBVIGOD's solution](#)

**860.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[BLOBVIGOD's solution](#)

**861.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[BLOBVIGOD's solution](#)

**862.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[BLOBVIGOD's solution](#)

**863.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[BLOBVIGOD's solution](#)

**864.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BLOBVIGOD's solution](#)

**865.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[BLOBVIGOD's solution](#)

**866.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[BLOBVIGOD's solution](#)

**867.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[BLOBVIGOD's solution](#)

**868.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, number theory

[BLOBVIGOD's solution](#)

**869.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[BLOBVIGOD's solution](#)

**870.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[BLOBVIGOD's solution](#)

**871.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[BLOBVIGOD's solution](#)

**872.**

2129D

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

Quality: 950 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[BLOBVIGOD's solution](#)

**873.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[BLOBVIGOD's solution](#)

**874.**

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[BLOBVIGOD's solution](#)

**875.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[BLOBVIGOD's solution](#)

**876.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[BLOBVIGOD's solution](#)

**877.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-11 · last AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BLOBVISINGOD's solution](#)

**878.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BLOBVISINGOD's solution](#)

**879.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BLOBVISINGOD's solution](#)

**880.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BLOBVISINGOD's solution](#)

**881.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[BLOBVISINGOD's solution](#)

**882.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[BLOBVISINGOD's solution](#)

**883.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BLOBVISINGOD's solution](#)

**884.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft

[BLOBVISINGOD's solution](#)

**885.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[BLOBVISINGOD's solution](#)

**886.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BLOBVISINGOD's solution](#)

**887.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[BLOBVIGOD's solution](#)

**888.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[BLOBVIGOD's solution](#)

**889.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[BLOBVIGOD's solution](#)

**890.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[BLOBVIGOD's solution](#)

**891.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[BLOBVIGOD's solution](#)

**892.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[BLOBVIGOD's solution](#)

**893.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BLOBVIGOD's solution](#)

**894.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[BLOBVIGOD's solution](#)

**895.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[BLOBVIGOD's solution](#)

**896.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[BLOBVIGOD's solution](#)

**897.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[BLOBVIGOD's solution](#)

**898.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[BLOBVIGOD's solution](#)

**899.**

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[BLOBVIGOD's solution](#)

**900.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[BLOBVIGOD's solution](#)

**901.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[BLOBVIGOD's solution](#)

**902.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[BLOBVIGOD's solution](#)

**903.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[BLOBVIGOD's solution](#)

**904.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[BLOBVIGOD's solution](#)

**905.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BLOBVIGOD's solution](#)

**906.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[BLOBVIGOD's solution](#)

**907.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures  
[BLOBVIGOD's solution](#)

**908.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[BLOBVIGOD's solution](#)

**909.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[BLOBVIGOD's solution](#)

**910.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees  
[BLOBVIGOD's solution](#)

**911.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[BLOBVIGOD's solution](#)

**912.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees  
[BLOBVIGOD's solution](#)

**913.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BLOBVIGOD's solution](#)

**914.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[BLOBVIGOD's solution](#)

**915.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math  
[BLOBVIGOD's solution](#)

**916.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices  
[BLOBVIGOD's solution](#)

**917.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[BLOBVIGOD's solution](#)

**918.**

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[BLOBVIGOD's solution](#)

**919.**

2113E

[From Kazan with Love · Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · last AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[BLOBVIGOD's solution](#)

**920.**

1810F

[M-tree · Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[BLOBVIGOD's solution](#)

**921.**

1286C2

[Madhouse \(Hard version\) · Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[BLOBVIGOD's solution](#)

**922.**

1830D

[Mex Tree · Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[BLOBVIGOD's solution](#)

**923.**

2052I

[Incompetent Delivery Guy · Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[BLOBVIGOD's solution](#)

**924.**

2052G

[Geometric Balance · Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[BLOBVIGOD's solution](#)

**925.**

1827D

[Two Centroids · Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BLOBVIGOD's solution](#)

**926.**

1773G

[Game of Questions · Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[BLOBVIGOD's solution](#)

**927.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[BLOBVIGOD's solution](#)

**928.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory  
[BLOBVIGOD's solution](#)

**929.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings  
[BLOBVIGOD's solution](#)

**930.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing  
[BLOBVIGOD's solution](#)

**931.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math  
[BLOBVIGOD's solution](#)

**932.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-06-10 · last AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices  
[BLOBVIGOD's solution](#)

**933.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive  
[BLOBVIGOD's solution](#)

**934.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**935.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**936.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[BLOBVIGOD's solution](#)

**937.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[BLOBVIGOD's solution](#)

**938.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-27 · last AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[BLOBVIGOD's solution](#)

**939.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[BLOBVIGOD's solution](#)

**940.**

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[BLOBVIGOD's solution](#)

**941.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[BLOBVIGOD's solution](#)

**942.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[BLOBVIGOD's solution](#)

**943.**

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[BLOBVIGOD's solution](#)

**944.**

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[BLOBVIGOD's solution](#)

**945.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[BLOBVIGOD's solution](#)

**946.**

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows

[BLOBVIGOD's solution](#)

**947.**

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**948.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[BLOBVIGOD's solution](#)

**949.**

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**950.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[BLOBVIGOD's solution](#)

**951.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-23 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[BLOBVIGOD's solution](#)

**952.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[BLOBVIGOD's solution](#)

**953.**

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**954.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[BLOBVIGOD's solution](#)

**955.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[BLOBVIGOD's solution](#)

**956.**

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · last AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**957.**

106167N

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

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**958.**

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**959.**

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**960.**

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**961.**

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**962.**

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**963.**

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**964.**

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**965.**

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**966.**

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**967.**

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**968.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[BLOBVIGOD's solution](#)

**969.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,607 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[BLOBVIGOD's solution](#)

**970.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[BLOBVIGOD's solution](#)

**971.**

106430H

[Bessie and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**972.**

106430G

[Bessie and Kaprekar](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**973.**

106430F

[Bessie at the Bank](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**974.**

106430E

[Bessie and Groups](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**975.**

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**976.**

106416C

[Crop Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**977.**

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**978.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**979.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**980.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**981.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**982.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**983.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**984.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**985.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**986.**

106421J

[Building Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**987.**

106421I

[Champion's Meeting \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**988.**

106421H

[Red Combo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BLOBVIGOD's solution](#)

**989.**

106421G

[Tyson's Taunt](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**990.**

106421F

[Chippa Rank](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**991.**

106421E

[Strongest Attack First](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**992.**

106421D

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**993.**

106421C

[Champion's Meeting \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**994.**

106363G

[Love Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**995.**

106363F

[Four in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**996.**

106363E

[The Perfect Gift](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**997.**

106363C

[Supply and Demand](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**998.**

106363D

[I Wanna Know...](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**999.**

106363B

[Edward is Sigma](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1000.**

106363A

[Lover's Gift](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1001.

106145G

[M & Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1002.

106145F

[Tung Tung Tung](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1003.

106145H

[Candyholic](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1004.

106145B

[Walkability](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1005.

106328I

[Operating System](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1006.

106328A

[DeepTrek](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1007.

106328F

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1008.

106328C

[Count Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1009.

106328M

[Classic Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1010.

106328J

[Someone's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

### 1011.

106328L

[Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1012.**

106328D

[Xor And Mul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1013.**

106328B

[Odd Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1014.**

106114L

[Larger or Smaller](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1015.**

106114H

[SYSU III](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVIGOD's solution](#)

**1016.**

106114G

[Gray Transform \(Weakened\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1017.**

106114E

[Ecosystem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1018.**

106114I

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1019.**

106114F

[SYSU II](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1020.**

106114A

[Abacus](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1021.**

102367D

[Deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1022.**

102367A

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

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1023.**

102367C

[Pawn's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1024.**

102367B

[Favourite Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1025.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1026.**

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1027.**

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1028.**

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1029.**

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1030.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1031.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1032.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1033.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1034.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1035.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1036.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1037.**

106197B

[Partition Addition](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1038.**

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1039.**

105532I

[Secret Meeting Across the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1040.**

105532G

[The Picky Ewok](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1041.**

105532D

[Jar Jar Thinks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1042.**

105532F

[Droid Foundry B \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1043.**

105532E

[Droid Foundry A \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1044.**

105532C

[Who Shot First?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1045.**

105532B

[VADA X](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1046.**

105532A

[Force Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1047.**

106259B

[K Floors Down](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1048.**

106259K

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

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1049.**

106259J

[The Power of the Sun](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1050.**

106259H

[Prime Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1051.**

106259F

[Survival of the Fated](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1052.**

106259D

[The AND, The OR, and The XOR](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1053.**

106259I

[Peak Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1054.**

106259C

[Pattern Purifier](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1055.**

106259A

[Kill Two Birds with One Stone](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1056.**

106179D

[Make Empty](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1057.**

106179C

[XOR LCM](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1058.**

106179E

[Counting Is Fun](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1059.**

106179B

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

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1060.**

106179A

[How many?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1061.**

106186G

[Tightest Two-Beacon](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1062.**

106186A

[Secret Code Printer](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1063.**

106195H

[Equivalence classes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1064.**

106195E

[Research](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1065.**

106195G

[Positivity](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1066.**

106195F

[Peter's polygon problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1067.**

106195D2

[Networking \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1068.**

106195D1

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

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1069.**

106195C2

[Sorted subarrays \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1070.**

106195C1

[Sorted subarrays \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1071.**

106195B

[Coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1072.**

106195A1

[Fire tower 3D \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1073.**

106195A2

[Fire tower 3D \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1074.**

106078H

[Uranus](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1075.**

106078E

[Mars](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1076.**

106078F

[Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1077.**

106078C

[Game on Venus](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1078.**

106078D

[Earth](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1079.**

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1080.**

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1081.**

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1082.**

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1083.**

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1084.**

105310E

[math problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1085.**

105310D

[Range Flips](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1086.**

105310B

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1087.**

105310A

[Cereal Grids III \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1088.**

106139I

[Tearing Paper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1089.**

106139A

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

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1090.**

106139H

[Prime Segments](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1091.**

106139B

[Cut ellipse](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1092.**

106139D

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1093.**

106139E

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

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1094.**

106059A

[Angle Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1095.**

106059G

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

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1096.**

106059M

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

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1097.**

106059C

[Chess Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1098.**

106059H

[Huge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1099.**

106059F

[Forbidden Spell Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1100.**

106059E

[Echoes on the Endless Line](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1101.**

106059D

[Data Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1102.**

106059J

[Jigsaw of Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1103.**

106059K

[Karl's Dormitory Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1104.**

106059L

[Lantern Festival](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1105.**

106152E

[Mini Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1106.**

106152D

[Mini Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1107.**

106152C

[Buffet Line](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1108.**

106152B

[Memories of Tower Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISGOD's solution](#)

**1109.**

106152A

[Tree Growth](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1110.**

106145A

[Take One](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1111.**

106289E

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1112.**

106289F

[Harvest Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1113.**

106289B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1114.**

106289C

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1115.**

106289M

[Xaleid scopiX](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1116.**

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1117.**

106289J

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Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —

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**1118.**

106289K

[Still Another Connecting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1119.**

106289G

[Joseph's Puzzle, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1120.**

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —

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**1121.**

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1122.**

106289A

[112358](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1123.**

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1124.**

106254E

[Snowfall Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1125.**

106254C

[Dirichlet's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1126.**

106254D

[Bogging Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1127.**

106254B

[Theme Park Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1128.**

106254A

[Crypto Catastrophe](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1129.**

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1130.**

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1131.**

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1132.**

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1133.**

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1134.**

106241J

[Zaseb El Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1135.**

106241E

[Sheesh El Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1136.**

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1137.**

106188H

[Rotted Ark](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1138.**

106188F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1139.**

106188G

[Ancient History](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1140.**

106188C

[Ancient History \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1141.**

106188B

[MLG 360 No Scope](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1142.**

106188A

[Einstein's Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1143.**

106191E

[Leaf](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1144.**

106191C

[Table Tennis](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1145.**

106191A

[Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1146.**

106191B

[Research](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1147.**

106191F

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

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1148.**

106249B

[Snakey Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1149.**

106249A

[MIT and TIM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1150.**

106151E

[javelins](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1151.**

106151I

[runnerups](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1152.**

106151G

[windowmanager](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1153.**

106151H

[xorpairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1154.**

106151F

[audit](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1155.**

106151D

[packages](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1156.**

106151C

[mansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1157.**

106151B

[foodbreak](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1158.**

106151A

[zerorush](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1159.**

106164A

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1160.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1161.**

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1162.**

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1163.**

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1164.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1165.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1166.**

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1167.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1168.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1169.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1170.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1171.**

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1172.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1173.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1174.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1175.**

106178B

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

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1176.**

106178F

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

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1177.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1178.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1179.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1180.**

106122E

[Dinosaur Stomp](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1181.**

106122B

[The Great Dying](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1182.**

106122A

[Trilobyte](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1183.**

106160J

[Jacobi Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1184.**

106160H

[Homesick](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1185.**

106160L

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

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1186.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[BLOBVISO GOD's solution](#)

**1187.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1188.**

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1189.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1190.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1191.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1192.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1193.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1194.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1195.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1196.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1197.**

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1198.**

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1199.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1200.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1201.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1202.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1203.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1204.**

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1205.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1206.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1207.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1208.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1209.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1210.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1211.**

105947B

[Noisy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1212.**

105947I

[Di chuy Ắn trên Ỉ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1213.**

105947H

[Bản c Ỗ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1214.**

105947G

[Dãy s Ắ GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1215.**

105947F

[Ng ắm hoa anh ỗ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1216.**

105947E

[Đố Ồ Ỉ ó](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1217.**

105947D

[B ắo và các trị ắ t gắ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1218.**

105947C

[Dẫn g ắ](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1219.**

105947A

[Truy Ắn tin](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1220.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1221.**

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1222.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1223.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1224.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1225.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1226.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1227.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1228.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1229.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1230.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1231.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1232.**

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1233.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1234.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1235.**

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1236.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1237.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1238.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1239.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1240.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1241.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1242.**

103185B

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

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1243.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1244.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1245.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1246.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1247.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1248.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1249.**

105380B2

[Xor Pairs \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1250.**

105380B1

[Xor Pairs \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1251.**

105380C

[Dhru mil The Pados Wali Aunty](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1252.**

105380D

[Make It Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1253.**

105380A

[Who Hates Abhishek?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1254.**

105380F

[Inversion Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1255.**

105380E

[String Palindrome Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1256.**

105863G

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1257.**

105863F

[Modular Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1258.**

105863E

[Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1259.**

105863D

[Counting Minimal Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1260.**

105863C

[Leafy Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1261.**

105863H

[Maximizing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1262.**

105863B

[Numbers on the Blackboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1263.**

105863A

[Reflecting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1264.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1265.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1266.**

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1267.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1268.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1269.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1270.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1271.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1272.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1273.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1274.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, geometry

[BLOBVISINGOD's solution](#)

**1275.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, string suffix structures

[BLOBVISOLOG's solution](#)

**1276.**

105786L

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1277.**

105786K

[Hydra](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1278.**

105786J

[Making 0s](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1279.**

105786G

[Miyamura and Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1280.**

105786I

[GCD Splicing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1281.**

105786E

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1282.**

105786H

[Shortest Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1283.**

105786F

[7s](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1284.**

105786C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1285.**

105786D

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

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1286.**

105786A

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

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1287.**

105786B

[Alya and Permutation Revisited](#) · Tutorial

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1288.**

105789J

[Just Look Up](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1289.**

105789I

[Infinite Arrays](#) · Tutorial

Rating: — · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1290.**

105789F

[Festival Signs](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1291.**

105789K

[Keep Fighting](#) · Tutorial

Rating: — · first AC: 2025-03-22 · last AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1292.**

105789H

[Horrible Restaurants](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1293.**

105789G

[Game of Pieces](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1294.**

105789D

[Dangerous City](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1295.**

105789L

[LED Counter](#) · Tutorial

Rating: — · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1296.**

105789A

[Ananna](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1297.**

105789C

[Coatless in Yakutsk](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1298.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1299.**

105009J

[CRP Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1300.**

105009L

[Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1301.**

105009I

[Hori and Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1302.**

105009G

[Soccer League](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1303.**

105009H

[Cheating the Group System](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1304.**

105009E

[Gardening is Hard](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1305.**

105009F

[Farmer John's Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1306.**

105009D

[Producing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1307.**

105009C

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

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1308.**

105009B

[Two Way Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1309.**

105009A

[TriNum Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1310.**

104937B

[Beavers and Revaeb's](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1311.**

104937A

[Multisets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1312.**

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1313.**

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1314.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1315.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1316.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1317.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1318.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1319.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1320.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1321.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1322.**

101137E

[Economy Printing](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1323.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1324.**

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1325.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1326.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1327.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1328.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1329.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1330.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1331.**

105505L

[Latin Squares](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1332.**

105505I

[Inversion Insight](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1333.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1334.**

105505H

[Heraclosures](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1335.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

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

[BLOBVISINGOD's solution](#)

**1336.**

105505K

[Kool Strings](#) · [Tutorial](#)

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**1337.**

105505F

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**1338.**

105505J

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**1339.**

105505A

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

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**1340.**

104873L

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Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1341.**

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · Python 3 (first AC) · Tags: —

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**1342.**

105446C

[Cross Country](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1343.**

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1344.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1345.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1346.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: —

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**1347.**

105446B

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Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1348.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1349.**

105446K

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Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1350.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1351.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1352.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1353.**

105437H

[Maximum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

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**1354.**

105437G

[Stores](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1355.**

105437F

[New Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1356.**

105437E

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

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

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**1357.**

105437D

[Equal Halves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1358.**

105437C

[Repainting Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1359.**

105437B

[Two Screens](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1360.**

105437A

[Cutting into Parts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: —

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**1361.**

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1362.**

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1363.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1364.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1365.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1366.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1367.**

101174K

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1368.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: —

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**1369.**

104832H

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Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1370.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1371.**

104832I

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Rating: — · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: —

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**1372.**

104832G

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Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1373.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1374.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1375.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1376.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1377.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: —

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**1378.**

103633C

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

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1379.**

103633B

[Floor or xor ?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1380.**

103633A

[Hatchet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1381.**

105345D

[Nightmare on 24th](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1382.**

105345J

[Phantom Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1383.**

105345C

[Spooky Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1384.**

105335F

[Fill T](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1385.**

105335J

[Jewel Collection](#) · [Tutorial](#)

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**1386.**

105335E

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**1387.**

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

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**1388.**

105335K

[Kid Rally](#) · [Tutorial](#)

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**1389.**

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

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**1390.**

105335D

[Disinfection Patch](#) · [Tutorial](#)

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**1391.**

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1392.**

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1393.**

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1394.**

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1395.**

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1396.**

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1397.**

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1398.**

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1399.**

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1400.**

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1401.**

105327E

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**1402.**

105327F

[Fractions are better when continued](#) · [Tutorial](#)

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**1403.**

105327L

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**1404.**

105327A

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**1405.**

105056B

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**1406.**

105056A

[Potential Odoo Email](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1407.**

101383D

[FourSquares](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: —

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**1408.**

101383C

[Floyd](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1409.**

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1410.**

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1411.**

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1412.**

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1413.**

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1414.**

104642A2

[Saving The Universe Again A2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISO GOD's solution](#)

**1415.**

104642A1

[Saving The Universe Again A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1416.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1417.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1418.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: —

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**1419.**

103373C

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

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1420.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1421.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1422.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: —

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**1423.**

105283D

[Parallel Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1424.**

105283E

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1425.**

105283C

[Phonier](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1426.**

105283A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1427.**

105283B

[Ifrit Tile 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1428.**

105049G

[As I end the Refrain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1429.**

105049F

[Word Inventing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1430.**

105049E

[Book Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1431.**

105049D

[By the pricking of my thumbs, Pupil #1 this way comes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1432.**

105049C

[Wordy Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1433.**

103401K

[Simple Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1434.**

103401H

[Observe](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1435.**

103401E

[Power tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1436.**

103401F

[Izd is a scout](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1437.**

103401M

[Debug it!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1438.**

103401L

[Carrot Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1439.**

104426D

[Bubble Sort !!?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1440.**

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1441.**

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1442.**

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1443.**

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1444.**

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1445.**

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1446.**

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1447.**

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1448.**

104426I

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**1449.**

104426M

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**1450.**

104426A

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**1451.**

104426C

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**1452.**

104426N

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Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1453.**

104976B

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**1454.**

104976G

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**1455.**

104976H

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Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1456.**

104976D

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Rating: — · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: —

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**1457.**

104976J

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**1458.**

104976M

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**1459.**

104772L

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**1460.**

104772F

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**1461.**

104772C

[Colorful Village](#) · [Tutorial](#)

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**1462.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1463.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1464.**

104772I

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**1465.**

104375F

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**1466.**

104375C

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**1467.**

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1468.**

104375K

[Kingdom Power C.](#) · [Tutorial](#)

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**1469.**

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

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**1470.**

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1471.**

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1472.**

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

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**1473.**

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1474.**

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

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**1475.**

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

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**1476.**

104461H

[Binary Tree Restoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1477.**

104461I

[Domino Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1478.**

104461E

[Seven Segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1479.**

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

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**1480.**

104461F

[Heap Partition](#) · [Tutorial](#)

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**1481.**

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

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**1482.**

104461D

[Let's Chat](#) · [Tutorial](#)

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**1483.**

104461B

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

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**1484.**

104461A

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

Rating: — · first AC: 2024-06-13 · Python 3 (first AC) · Tags: —

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**1485.**

105182G

[Typing](#) · [Tutorial](#)

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**1486.**

105182J

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**1487.**

105182B

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**1488.**

105182F

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**1489.**

105182E

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**1490.**

105182H

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**1491.**

105182I

[Number Game](#) · [Tutorial](#)

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**1492.**

105182C

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**1493.**

105182D

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Rating: — · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: —

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**1494.**

105182K

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

Rating: — · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: —

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**1495.**

103785H

[Perfect Array](#) · [Tutorial](#)

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**1496.**

103785G

[Dualites in Pain - The Conclusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1497.**

103785F

[No Internet IPC!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · Python 3 (first AC) · Tags: —

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**1498.**

103785E

[Hostel Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1499.**

103785B

[Poku's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · Python 3 (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1500.**

103785D

[Elder Ning](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1501.**

103785C

[Dualites in Pain - The Beginning](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1502.**

103785A

[BCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · Python 3 (first AC) · Tags: —

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**1503.**

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1504.**

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1505.**

104848G

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

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**1506.**

104848J

[Spectacular Ending](#) · [Tutorial](#)

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**1507.**

104848E

[Construct The Integer](#) · [Tutorial](#)

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**1508.**

104848M

[Fine Trip](#) · [Tutorial](#)

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**1509.**

104848H

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

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**1510.**

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1511.**

104848N

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

Rating: — · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: —

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**1512.**

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

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**1513.**

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

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**1514.**

104945H

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**1515.**

104945C

[Metro quiz](#) · [Tutorial](#)

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**1516.**

104945D

[Flag performance](#) · [Tutorial](#)

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**1517.**

104945L

[Broken trophy](#) · [Tutorial](#)

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**1518.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1519.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: —

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**1520.**

104945J

[Olympic goodies](#) · [Tutorial](#)

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**1521.**

104945K

[Team selection](#) · [Tutorial](#)

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**1522.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1523.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

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**1524.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1525.**

104842I

[Integer Number Format](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1526.**

104842E

[Easy Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1527.**

104842H

[Hungry Cannibals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1528.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1529.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1530.**

104871I

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

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1531.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1532.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: —

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**1533.**

104871G

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

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**1534.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1535.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: —

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**1536.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1537.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1538.**

104114I

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

Rating: — · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: —

[BLOBVISOLOG's solution](#)

**1539.**

104114C

[COVID](#) · [Tutorial](#)

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**1540.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: —

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**1541.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1542.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1543.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BLOBVISINGOD's solution](#)

**1544.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

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**1545.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1546.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1547.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1548.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1549.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1550.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · PyPy 3 (first AC) · Tags: —

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**1551.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1552.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1553.**

103438F

[to Pay Respects](#) · [Tutorial](#)

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**1554.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1555.**

103438A

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

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**1556.**

103443L

[Leadfoot](#) · [Tutorial](#)

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**1557.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

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**1558.**

103443C

[Community Service](#) · [Tutorial](#)

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**1559.**

103443J

[Transportation Network](#) · [Tutorial](#)

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**1560.**

103443I

[Seesaw](#) · [Tutorial](#)

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**1561.**

103443F

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**1562.**

103443D

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