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Unique solved — Baraa-Ahmed

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- 1.**
2217A
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- 2.**
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- 3.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
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- 4.**
2055A
[Two Frogs](#) · [Tutorial](#)
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- 5.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[Baraa-Ahmed's solution](#)
- 6.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Baraa-Ahmed's solution](#)
- 7.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Baraa-Ahmed's solution](#)
- 8.**
2192A
[String Rotation Game](#) · [Tutorial](#)
Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[Baraa-Ahmed's solution](#)
- 9.**
2184A
[Social Experiment](#) · [Tutorial](#)
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10.

2189A

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11.

2183A

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12.

2182B

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Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[Baraa-Ahmed's solution](#)

13.

2182A

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Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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14.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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15.

2180A

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Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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16.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Baraa-Ahmed's solution](#)

17.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Baraa-Ahmed's solution](#)

18.

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[Baraa-Ahmed's solution](#)

19.

2166A

[Same Difference](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

20.

2163A

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[Baraa-Ahmed's solution](#)

21.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Baraa-Ahmed's solution](#)

22.

2161A

[Round Trip](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

23.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

24.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,840 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[Baraa-Ahmed's solution](#)

25.

2167A

[Square?](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

26.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,173 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[Baraa-Ahmed's solution](#)

27.

2162A

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

Quality: 41,604 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

28.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,461 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

29.

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Baraa-Ahmed's solution](#)

30.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

31.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

32.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

33.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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34.

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

35.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,065 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

36.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

37.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

38.

2147A

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

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[Baraa-Ahmed's solution](#)

39.

2143A

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

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[Baraa-Ahmed's solution](#)

40.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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41.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Baraa-Ahmed's solution](#)

42.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

43.

2136A

[In the Dream](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

44.

2134A

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

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[Baraa-Ahmed's solution](#)

45.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

46.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Baraa-Ahmed's solution](#)

47.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Baraa-Ahmed's solution](#)

48.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Baraa-Ahmed's solution](#)

49.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

50.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

51.

2119A

[Add or XOR](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

52.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Baraa-Ahmed's solution](#)

53.

2121B

[Above the Clouds](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

54.

2121A

[Letter Home](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

55.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Baraa-Ahmed's solution](#)

56.

2111A

[Energy Crystals](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

57.

2110A

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

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[Baraa-Ahmed's solution](#)

58.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[Baraa-Ahmed's solution](#)

59.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

60.

2104A

[Three Decks](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

61.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[Baraa-Ahmed's solution](#)

62.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

63.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

64.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,312 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

65.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

66.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

67.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

68.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

69.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

70.

2075A

[To Zero](#) · [Tutorial](#)

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71.

2071A

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

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

72.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Baraa-Ahmed's solution](#)

73.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[Baraa-Ahmed's solution](#)

74.

2069A

[Was there an Array?](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

75.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Baraa-Ahmed's solution](#)

76.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

77.

2059A

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

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[Baraa-Ahmed's solution](#)

78.

2062A

[String](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

79.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Baraa-Ahmed's solution](#)

80.

2061A

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

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[Baraa-Ahmed's solution](#)

81.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
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82.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

83.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

84.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[Baraa-Ahmed's solution](#)

85.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

86.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

87.

2048A

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

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[Baraa-Ahmed's solution](#)

88.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Baraa-Ahmed's solution](#)

89.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

90.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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[Baraa-Ahmed's solution](#)

91.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

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92.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Baraa-Ahmed's solution](#)

- 93.**
2037B
[Intercepted Inputs](#) · [Tutorial](#)
Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Baraa-Ahmed's solution](#)
- 94.**
2037A
[Twice](#) · [Tutorial](#)
Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Baraa-Ahmed's solution](#)
- 95.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)
Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Baraa-Ahmed's solution](#)
- 96.**
1064A
[Make a triangle!](#) · [Tutorial](#)
Quality: 25,173 global accepts · Rating: 800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math
[Baraa-Ahmed's solution](#)
- 97.**
1719B
[Mathematical Circus](#) · [Tutorial](#)
Quality: 19,168 global accepts · Rating: 800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Baraa-Ahmed's solution](#)
- 98.**
1719A
[Chip Game](#) · [Tutorial](#)
Quality: 26,824 global accepts · Rating: 800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[Baraa-Ahmed's solution](#)
- 99.**
1810B
[Candies](#) · [Tutorial](#)
Quality: 18,935 global accepts · Rating: 800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[Baraa-Ahmed's solution](#)
- 100.**
1810A
[Beautiful Sequence](#) · [Tutorial](#)
Quality: 21,913 global accepts · Rating: 800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[Baraa-Ahmed's solution](#)
- 101.**
2029A
[Set](#) · [Tutorial](#)
Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Baraa-Ahmed's solution](#)
- 102.**
1230A
[Dawid and Bags of Candies](#) · [Tutorial](#)
Quality: 22,921 global accepts · Rating: 800 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Baraa-Ahmed's solution](#)
- 103.**
2035A
[Sliding](#) · [Tutorial](#)
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

104.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Baraa-Ahmed's solution](#)

105.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

106.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

107.

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[Baraa-Ahmed's solution](#)

108.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

109.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[Baraa-Ahmed's solution](#)

110.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Baraa-Ahmed's solution](#)

111.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Baraa-Ahmed's solution](#)

112.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

113.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

114.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

115.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

116.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

117.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

118.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

119.

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

120.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

121.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Baraa-Ahmed's solution](#)

122.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings

[Baraa-Ahmed's solution](#)

123.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

124.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Baraa-Ahmed's solution](#)

125.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Baraa-Ahmed's solution](#)

126.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Baraa-Ahmed's solution](#)

127.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Baraa-Ahmed's solution](#)

128.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Baraa-Ahmed's solution](#)

129.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[Baraa-Ahmed's solution](#)

130.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[Baraa-Ahmed's solution](#)

131.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Baraa-Ahmed's solution](#)

132.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Baraa-Ahmed's solution](#)

133.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Baraa-Ahmed's solution](#)

134.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Baraa-Ahmed's solution](#)

135.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

136.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

137.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

138.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,724 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

139.

1971A

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

Quality: 59,515 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

140.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

141.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Baraa-Ahmed's solution](#)

142.

1983A

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

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

[Baraa-Ahmed's solution](#)

143.

1987A

[Upload More RAM](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

144.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

145.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Baraa-Ahmed's solution](#)

146.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Baraa-Ahmed's solution](#)

147.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Baraa-Ahmed's solution](#)

148.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baraa-Ahmed's solution](#)

149.

1985B

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

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

150.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

151.

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

[Baraa-Ahmed's solution](#)

152.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Baraa-Ahmed's solution](#)

153.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

154.

1782A

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

Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Baraa-Ahmed's solution](#)

155.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

156.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

157.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Baraa-Ahmed's solution](#)

158.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Baraa-Ahmed's solution](#)

159.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

160.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

161.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

162.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

163.

1975A

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

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

[Baraa-Ahmed's solution](#)

164.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

165.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Baraa-Ahmed's solution](#)

166.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

167.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

168.

1786A2

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

Quality: 12,220 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

169.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

170.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,977 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

171.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,962 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[Baraa-Ahmed's solution](#)

172.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

173.

1754A

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

Quality: 24,870 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

174.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Baraa-Ahmed's solution](#)

175.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

176.

1777A

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

Quality: 44,037 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

177.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

178.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

179.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

180.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

181.

1957A

[Stickogon](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

182.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

183.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

184.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Baraa-Ahmed's solution](#)

185.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Baraa-Ahmed's solution](#)

186.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

187.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

188.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,911 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

189.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

190.

1950A

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

Quality: 69,464 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

191.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

192.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

193.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Baraa-Ahmed's solution](#)

194.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Baraa-Ahmed's solution](#)

195.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

196.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

197.

1822B

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Quality: 26,607 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

198.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

199.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

200.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

201.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

202.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Baraa-Ahmed's solution](#)

203.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

204.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Baraa-Ahmed's solution](#)

205.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

206.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

207.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

208.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Baraa-Ahmed's solution](#)

209.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

210.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

211.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Baraa-Ahmed's solution](#)

212.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

213.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Baraa-Ahmed's solution](#)

214.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

215.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

216.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Baraa-Ahmed's solution](#)

217.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

218.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: *special

[Baraa-Ahmed's solution](#)

219.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Baraa-Ahmed's solution](#)

220.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, strings

[Baraa-Ahmed's solution](#)

221.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Baraa-Ahmed's solution](#)

222.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

223.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Baraa-Ahmed's solution](#)

224.

1915B

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

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Baraa-Ahmed's solution](#)

225.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Baraa-Ahmed's solution](#)

226.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Baraa-Ahmed's solution](#)

227.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-09-16 · last AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

228.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

229.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

230.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

231.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

232.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

233.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

234.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

235.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

236.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

237.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Baraa-Ahmed's solution](#)

238.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

239.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

240.

1899A

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

Quality: 92,826 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Baraa-Ahmed's solution](#)

241.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

242.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

243.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Baraa-Ahmed's solution](#)

244.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

245.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

246.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

247.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

248.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

249.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

250.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

251.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

252.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

253.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

254.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

255.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

256.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

257.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

258.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

259.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

260.

1676C

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Quality: 34,641 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Baraa-Ahmed's solution](#)

261.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

262.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

263.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

264.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

265.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Baraa-Ahmed's solution](#)

266.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

267.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

268.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

269.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

270.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

271.

1846B

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

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Baraa-Ahmed's solution](#)

272.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

273.

1847A

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

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

[Baraa-Ahmed's solution](#)

274.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

275.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Baraa-Ahmed's solution](#)

276.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Baraa-Ahmed's solution](#)

277.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Baraa-Ahmed's solution](#)

278.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

279.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Baraa-Ahmed's solution](#)

280.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Baraa-Ahmed's solution](#)

281.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Baraa-Ahmed's solution](#)

282.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

283.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

284.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

285.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

286.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

287.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2022-09-25 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

288.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

289.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

290.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Baraa-Ahmed's solution](#)

291.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

292.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

293.

1811A

[Insert Digit](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

294.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Baraa-Ahmed's solution](#)

295.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

296.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

297.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[Baraa-Ahmed's solution](#)

298.

1791C

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

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Baraa-Ahmed's solution](#)

299.

1791B

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

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Baraa-Ahmed's solution](#)

300.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

301.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Baraa-Ahmed's solution](#)

302.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

303.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

304.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Baraa-Ahmed's solution](#)

305.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

306.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

307.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

308.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

309.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

310.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

311.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Baraa-Ahmed's solution](#)

312.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Baraa-Ahmed's solution](#)

313.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

314.

1409A

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

Quality: 80,444 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

315.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

316.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

317.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

318.

110A

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

Quality: 199,544 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

319.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

320.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

321.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

322.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

323.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

324.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Baraa-Ahmed's solution](#)

325.

791A

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

Quality: 257,318 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

326.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

327.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,120 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Baraa-Ahmed's solution](#)

328.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

329.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,100 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

330.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

331.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

332.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

333.

71A

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

Quality: 503,408 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

334.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

335.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

336.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

337.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

338.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

339.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

340.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 900 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Baraa-Ahmed's solution](#)

341.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

342.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

343.

2110B

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

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

344.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

345.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

346.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

347.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Baraa-Ahmed's solution](#)

348.

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

[Baraa-Ahmed's solution](#)

349.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

350.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

351.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · last AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Baraa-Ahmed's solution](#)

352.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Baraa-Ahmed's solution](#)

353.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Baraa-Ahmed's solution](#)

354.

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Baraa-Ahmed's solution](#)

355.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

356.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Baraa-Ahmed's solution](#)

357.

2007B

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

Quality: 25,612 global accepts · Rating: 900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

358.

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

359.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

360.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Baraa-Ahmed's solution](#)

361.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

362.

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

[Baraa-Ahmed's solution](#)

363.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

364.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

365.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

366.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

367.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Baraa-Ahmed's solution](#)

368.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Baraa-Ahmed's solution](#)

369.

1855B

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

Quality: 44,950 global accepts · Rating: 900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Baraa-Ahmed's solution](#)

370.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Baraa-Ahmed's solution](#)

371.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

372.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

373.

1941C

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

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

[Baraa-Ahmed's solution](#)

374.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-01-29 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

375.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Baraa-Ahmed's solution](#)

376.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

377.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

378.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

379.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Baraa-Ahmed's solution](#)

380.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

381.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baraa-Ahmed's solution](#)

382.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

383.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Baraa-Ahmed's solution](#)

384.

1593B

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

Quality: 40,659 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Baraa-Ahmed's solution](#)

385.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

386.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Baraa-Ahmed's solution](#)

387.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

388.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

389.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

390.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baraa-Ahmed's solution](#)

391.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

392.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

393.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

394.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

395.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

396.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

397.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Baraa-Ahmed's solution](#)

398.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

399.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

400.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

401.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

402.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

403.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

404.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

405.

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Baraa-Ahmed's solution](#)

406.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

407.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

408.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

409.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

410.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

411.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Baraa-Ahmed's solution](#)

412.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

413.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

414.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

415.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

416.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

417.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

418.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Baraa-Ahmed's solution](#)

419.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Baraa-Ahmed's solution](#)

420.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Baraa-Ahmed's solution](#)

421.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,715 global accepts · Rating: 900 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

422.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

423.

1875A

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

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

424.

1878C

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

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

425.

1872B

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

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

[Baraa-Ahmed's solution](#)

426.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

427.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

428.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

429.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Baraa-Ahmed's solution](#)

430.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

431.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

432.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

433.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

434.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

435.

2217B

[Flip the Bit \(Easy Version\) · Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

436.

2055B

[Crafting · Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baraa-Ahmed's solution](#)

437.

2199A

[Game · Tutorial](#)

Quality: 1,343 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Baraa-Ahmed's solution](#)

438.

2203B

[Beautiful Numbers · Tutorial](#)

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Baraa-Ahmed's solution](#)

439.

2192B

[Flipping Binary String · Tutorial](#)

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Baraa-Ahmed's solution](#)

440.

2164B

[Even Modulo Pair · Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

441.

2167D

[Yet Another Array Problem · Tutorial](#)

Quality: 30,222 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[Baraa-Ahmed's solution](#)

442.

2154B

[Make it Zigzag · Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

443.

2145B

[Deck of Cards · Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

444.

2147B

[Multiple Construction · Tutorial](#)

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

445.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

446.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

447.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

448.

2144B

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

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

[Baraa-Ahmed's solution](#)

449.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

450.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

451.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

452.

2093C

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

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

453.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Baraa-Ahmed's solution](#)

454.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

455.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

456.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

457.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

458.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

459.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

460.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

461.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

462.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

463.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

464.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Baraa-Ahmed's solution](#)

465.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Baraa-Ahmed's solution](#)

466.

1987B

[K-Sort](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

467.

1986B

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

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

[Baraa-Ahmed's solution](#)

468.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Baraa-Ahmed's solution](#)

469.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

470.

1782B

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

Rating: 1000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Baraa-Ahmed's solution](#)

471.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

472.

1975B

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

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

[Baraa-Ahmed's solution](#)

473.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Baraa-Ahmed's solution](#)

474.

1786C

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

Rating: 1000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

475.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

476.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy

[Baraa-Ahmed's solution](#)

477.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,462 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

478.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

479.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Baraa-Ahmed's solution](#)

480.

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

481.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Baraa-Ahmed's solution](#)

482.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[Baraa-Ahmed's solution](#)

483.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

484.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

485.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Baraa-Ahmed's solution](#)

486.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Baraa-Ahmed's solution](#)

487.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Baraa-Ahmed's solution](#)

488.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Baraa-Ahmed's solution](#)

489.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

490.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Baraa-Ahmed's solution](#)

491.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

492.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

493.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

494.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

495.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

496.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Baraa-Ahmed's solution](#)

497.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

498.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

499.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

500.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Baraa-Ahmed's solution](#)

501.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Baraa-Ahmed's solution](#)

502.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Baraa-Ahmed's solution](#)

503.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Baraa-Ahmed's solution](#)

504.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

505.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

506.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

507.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

508.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2024-02-04 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Baraa-Ahmed's solution](#)

509.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

510.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

511.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Baraa-Ahmed's solution](#)

512.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

513.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

514.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

515.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

516.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Baraa-Ahmed's solution](#)

517.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

518.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Baraa-Ahmed's solution](#)

519.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

520.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

521.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,282 global accepts · Rating: 1000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Baraa-Ahmed's solution](#)

522.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

523.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

524.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

525.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Baraa-Ahmed's solution](#)

526.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

527.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2023-01-29 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

528.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

529.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

530.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Baraa-Ahmed's solution](#)

531.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Baraa-Ahmed's solution](#)

532.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Baraa-Ahmed's solution](#)

533.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

534.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,855 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Baraa-Ahmed's solution](#)

535.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

536.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

537.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

538.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,867 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

539.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,437 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

540.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,358 global accepts · Rating: 1000 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

541.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Baraa-Ahmed's solution](#)

542.

1873E

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

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · last AC: 2026-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Baraa-Ahmed's solution](#)

543.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Baraa-Ahmed's solution](#)

544.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Baraa-Ahmed's solution](#)

545.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

546.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2023-09-26 · last AC: 2026-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

547.

2183B

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

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

[Baraa-Ahmed's solution](#)

548.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

549.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Baraa-Ahmed's solution](#)

550.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

551.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

552.

2160B

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

Quality: 17,764 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

553.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Baraa-Ahmed's solution](#)

554.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

555.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

556.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

557.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

558.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

559.

2125C

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

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Baraa-Ahmed's solution](#)

560.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

561.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

562.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Baraa-Ahmed's solution](#)

563.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Baraa-Ahmed's solution](#)

564.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Baraa-Ahmed's solution](#)

565.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Baraa-Ahmed's solution](#)

566.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

567.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Baraa-Ahmed's solution](#)

568.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

569.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Baraa-Ahmed's solution](#)

570.

2078B

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

Quality: 18,320 global accepts · Rating: 1100 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[Baraa-Ahmed's solution](#)

571.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Baraa-Ahmed's solution](#)

572.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[Baraa-Ahmed's solution](#)

573.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[Baraa-Ahmed's solution](#)

574.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Baraa-Ahmed's solution](#)

575.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Baraa-Ahmed's solution](#)

576.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Baraa-Ahmed's solution](#)

577.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Baraa-Ahmed's solution](#)

578.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[Baraa-Ahmed's solution](#)

579.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Baraa-Ahmed's solution](#)

580.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

581.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

582.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

583.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Baraa-Ahmed's solution](#)

584.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Baraa-Ahmed's solution](#)

585.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

586.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[Baraa-Ahmed's solution](#)

587.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Baraa-Ahmed's solution](#)

588.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

589.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Baraa-Ahmed's solution](#)

590.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Baraa-Ahmed's solution](#)

591.

1995B1

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

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

[Baraa-Ahmed's solution](#)

592.

1994B

[Fun Game](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

593.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Baraa-Ahmed's solution](#)

594.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

595.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

596.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

597.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

598.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math

[Baraa-Ahmed's solution](#)

599.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
[Baraa-Ahmed's solution](#)

600.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[Baraa-Ahmed's solution](#)

601.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers
[Baraa-Ahmed's solution](#)

602.

1625B

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

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[Baraa-Ahmed's solution](#)

603.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[Baraa-Ahmed's solution](#)

604.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Baraa-Ahmed's solution](#)

605.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
[Baraa-Ahmed's solution](#)

606.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Baraa-Ahmed's solution](#)

607.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Baraa-Ahmed's solution](#)

608.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Baraa-Ahmed's solution](#)

609.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

610.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Baraa-Ahmed's solution](#)

611.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Baraa-Ahmed's solution](#)

612.

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[Baraa-Ahmed's solution](#)

613.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

614.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Baraa-Ahmed's solution](#)

615.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2024-03-09 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

616.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Baraa-Ahmed's solution](#)

617.

1708B

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

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

618.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Baraa-Ahmed's solution](#)

619.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Baraa-Ahmed's solution](#)

620.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

621.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Baraa-Ahmed's solution](#)

622.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

623.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Baraa-Ahmed's solution](#)

624.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

625.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Baraa-Ahmed's solution](#)

626.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Baraa-Ahmed's solution](#)

627.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

628.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

629.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baraa-Ahmed's solution](#)

630.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

631.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

632.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Baraa-Ahmed's solution](#)

633.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Baraa-Ahmed's solution](#)

634.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Baraa-Ahmed's solution](#)

635.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

636.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

637.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Baraa-Ahmed's solution](#)

638.

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

639.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Baraa-Ahmed's solution](#)

640.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

641.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

642.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Baraa-Ahmed's solution](#)

643.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Baraa-Ahmed's solution](#)

644.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Baraa-Ahmed's solution](#)

645.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

646.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

647.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Baraa-Ahmed's solution](#)

648.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Baraa-Ahmed's solution](#)

649.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

650.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Baraa-Ahmed's solution](#)

651.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Baraa-Ahmed's solution](#)

652.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

653.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

654.

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

655.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

656.

1872C

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

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

657.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

658.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

659.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Baraa-Ahmed's solution](#)

660.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Baraa-Ahmed's solution](#)

661.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Baraa-Ahmed's solution](#)

662.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Baraa-Ahmed's solution](#)

663.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

664.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Baraa-Ahmed's solution](#)

665.

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

666.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

667.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Baraa-Ahmed's solution](#)

668.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Baraa-Ahmed's solution](#)

669.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

670.

300A

[Array](#) · [Tutorial](#)

Quality: 27,236 global accepts · Rating: 1100 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

671.

2210C1

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

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Baraa-Ahmed's solution](#)

672.

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Baraa-Ahmed's solution](#)

673.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

674.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

675.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Baraa-Ahmed's solution](#)

676.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Baraa-Ahmed's solution](#)

677.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

678.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

679.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

680.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Baraa-Ahmed's solution](#)

681.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

682.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Baraa-Ahmed's solution](#)

683.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Baraa-Ahmed's solution](#)

684.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

685.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

686.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

687.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

688.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Baraa-Ahmed's solution](#)

689.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

690.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

691.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Baraa-Ahmed's solution](#)

692.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

693.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

694.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Baraa-Ahmed's solution](#)

695.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Baraa-Ahmed's solution](#)

696.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

697.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Baraa-Ahmed's solution](#)

698.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Baraa-Ahmed's solution](#)

699.

2048C

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

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

[Baraa-Ahmed's solution](#)

700.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

701.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Baraa-Ahmed's solution](#)

702.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Baraa-Ahmed's solution](#)

703.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

704.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

705.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Baraa-Ahmed's solution](#)

706.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Baraa-Ahmed's solution](#)

707.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Baraa-Ahmed's solution](#)

708.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

709.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Baraa-Ahmed's solution](#)

710.

1990B

[Array Craft](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

711.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Baraa-Ahmed's solution](#)

712.

1983B

[Corner Twist](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

713.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

714.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Baraa-Ahmed's solution](#)

715.

1982B

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

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

[Baraa-Ahmed's solution](#)

716.

1982C

[Boring Day](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

717.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Baraa-Ahmed's solution](#)

718.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Baraa-Ahmed's solution](#)

719.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Baraa-Ahmed's solution](#)

720.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Baraa-Ahmed's solution](#)

721.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Baraa-Ahmed's solution](#)

722.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Baraa-Ahmed's solution](#)

723.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

724.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

725.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

726.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Baraa-Ahmed's solution](#)

727.

1679B

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

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Baraa-Ahmed's solution](#)

728.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

729.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

730.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

731.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

732.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, math,

sortings

[Baraa-Ahmed's solution](#)

733.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Baraa-Ahmed's solution](#)

734.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

735.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Baraa-Ahmed's solution](#)

736.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Baraa-Ahmed's solution](#)

737.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Baraa-Ahmed's solution](#)

738.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

739.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[Baraa-Ahmed's solution](#)

740.

1808B

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

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Baraa-Ahmed's solution](#)

741.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

742.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

743.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings

[Baraa-Ahmed's solution](#)

744.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Baraa-Ahmed's solution](#)

745.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

746.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

747.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

748.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

749.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Baraa-Ahmed's solution](#)

750.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

751.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

752.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Baraa-Ahmed's solution](#)

753.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Baraa-Ahmed's solution](#)

754.

1822D

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

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

755.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Baraa-Ahmed's solution](#)

756.

1933D

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

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

757.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Baraa-Ahmed's solution](#)

758.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Baraa-Ahmed's solution](#)

759.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

760.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Baraa-Ahmed's solution](#)

761.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

762.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

763.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

764.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

765.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Baraa-Ahmed's solution](#)

766.

1872D

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

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baraa-Ahmed's solution](#)

767.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Baraa-Ahmed's solution](#)

768.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

769.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Baraa-Ahmed's solution](#)

770.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Baraa-Ahmed's solution](#)

771.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Baraa-Ahmed's solution](#)

772.

2201A1

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

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Baraa-Ahmed's solution](#)

773.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · last AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Baraa-Ahmed's solution](#)

774.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-05-27 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Baraa-Ahmed's solution](#)

775.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,904 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Baraa-Ahmed's solution](#)

776.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2024-06-13 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

777.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baraa-Ahmed's solution](#)

778.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Baraa-Ahmed's solution](#)

779.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Baraa-Ahmed's solution](#)

780.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

781.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Baraa-Ahmed's solution](#)

782.

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Baraa-Ahmed's solution](#)

783.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Baraa-Ahmed's solution](#)

784.

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Baraa-Ahmed's solution](#)

785.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Baraa-Ahmed's solution](#)

786.

2146C

[Wrong Binary Search · Tutorial](#)

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Baraa-Ahmed's solution](#)

787.

1424G

[Years · Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Baraa-Ahmed's solution](#)

788.

1194B

[Yet Another Crosses Problem · Tutorial](#)

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Baraa-Ahmed's solution](#)

789.

2143C

[Max Tree · Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Baraa-Ahmed's solution](#)

790.

2144C

[Non-Descending Arrays · Tutorial](#)

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

[Baraa-Ahmed's solution](#)

791.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,663 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

[Baraa-Ahmed's solution](#)

792.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

793.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baraa-Ahmed's solution](#)

794.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Baraa-Ahmed's solution](#)

795.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Baraa-Ahmed's solution](#)

796.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Baraa-Ahmed's solution](#)

797.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Baraa-Ahmed's solution](#)

798.

2086C

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

Quality: 16,129 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

[Baraa-Ahmed's solution](#)

799.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Baraa-Ahmed's solution](#)

800.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Baraa-Ahmed's solution](#)

801.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

802.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation

[Baraa-Ahmed's solution](#)

803.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Baraa-Ahmed's solution](#)

804.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Baraa-Ahmed's solution](#)

805.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Baraa-Ahmed's solution](#)

806.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Baraa-Ahmed's solution](#)

807.

2031C

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

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

[Baraa-Ahmed's solution](#)

808.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Baraa-Ahmed's solution](#)

809.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

810.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

811.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baraa-Ahmed's solution](#)

812.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Baraa-Ahmed's solution](#)

813.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

814.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Baraa-Ahmed's solution](#)

815.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

816.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2023-08-01 · last AC: 2024-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Baraa-Ahmed's solution](#)

817.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Baraa-Ahmed's solution](#)

818.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Baraa-Ahmed's solution](#)

819.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Baraa-Ahmed's solution](#)

820.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

821.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Baraa-Ahmed's solution](#)

822.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Baraa-Ahmed's solution](#)

823.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Baraa-Ahmed's solution](#)

824.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Baraa-Ahmed's solution](#)

825.

1754C1

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

Rating: 1300 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

826.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

827.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[Baraa-Ahmed's solution](#)

828.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

829.

1778B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

830.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

831.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

832.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Baraa-Ahmed's solution](#)

833.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[Baraa-Ahmed's solution](#)

834.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Baraa-Ahmed's solution](#)

835.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Baraa-Ahmed's solution](#)

836.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[Baraa-Ahmed's solution](#)

837.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[Baraa-Ahmed's solution](#)

838.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Baraa-Ahmed's solution](#)

839.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Baraa-Ahmed's solution](#)

840.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 1300 · first AC: 2024-02-03 · Kotlin 1.9 (first AC) · Tags: *special, math
[Baraa-Ahmed's solution](#)

841.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Baraa-Ahmed's solution](#)

842.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Baraa-Ahmed's solution](#)

843.

1890C

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

Quality: 1300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Baraa-Ahmed's solution](#)

844.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

845.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

846.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Baraa-Ahmed's solution](#)

847.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Baraa-Ahmed's solution](#)

848.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

849.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

850.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Baraa-Ahmed's solution](#)

851.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

852.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Baraa-Ahmed's solution](#)

853.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Baraa-Ahmed's solution](#)

854.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Baraa-Ahmed's solution](#)

855.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Baraa-Ahmed's solution](#)

856.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

857.

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Baraa-Ahmed's solution](#)

858.

1846E1

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

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

[Baraa-Ahmed's solution](#)

859.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

860.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

861.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Baraa-Ahmed's solution](#)

862.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

863.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Baraa-Ahmed's solution](#)

864.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[Baraa-Ahmed's solution](#)

865.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Baraa-Ahmed's solution](#)

866.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[Baraa-Ahmed's solution](#)

867.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Baraa-Ahmed's solution](#)

868.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Baraa-Ahmed's solution](#)

869.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Baraa-Ahmed's solution](#)

870.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Baraa-Ahmed's solution](#)

871.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Baraa-Ahmed's solution](#)

872.

2190B1

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

Quality: 10,685 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

[Baraa-Ahmed's solution](#)

873.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,714 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Baraa-Ahmed's solution](#)

874.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Baraa-Ahmed's solution](#)

875.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Baraa-Ahmed's solution](#)

876.

2164C

[Dungeon](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

877.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Baraa-Ahmed's solution](#)

878.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Baraa-Ahmed's solution](#)

879.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Baraa-Ahmed's solution](#)

880.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

881.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Baraa-Ahmed's solution](#)

882.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math

[Baraa-Ahmed's solution](#)

883.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

884.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

885.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Baraa-Ahmed's solution](#)

886.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)

887.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

888.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

889.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Baraa-Ahmed's solution](#)

890.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Baraa-Ahmed's solution](#)

891.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Baraa-Ahmed's solution](#)

892.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-11-13 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, data structures, implementation, two pointers

[Baraa-Ahmed's solution](#)

893.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Baraa-Ahmed's solution](#)

894.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Baraa-Ahmed's solution](#)

895.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[Baraa-Ahmed's solution](#)

896.

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

897.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Baraa-Ahmed's solution](#)

898.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Baraa-Ahmed's solution](#)

899.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

900.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Baraa-Ahmed's solution](#)

901.

1970C1

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

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-28 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games

[Baraa-Ahmed's solution](#)

902.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Baraa-Ahmed's solution](#)

903.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Baraa-Ahmed's solution](#)

904.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

905.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Baraa-Ahmed's solution](#)

906.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

907.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

908.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

909.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Baraa-Ahmed's solution](#)

910.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

911.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Baraa-Ahmed's solution](#)

912.

1805C

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

Quality: 14,180 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, math

[Baraa-Ahmed's solution](#)

913.

1972D1

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

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

[Baraa-Ahmed's solution](#)

914.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Baraa-Ahmed's solution](#)

915.

1855C1

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

Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

916.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

917.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Baraa-Ahmed's solution](#)

918.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Baraa-Ahmed's solution](#)

919.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

920.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

921.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

922.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Baraa-Ahmed's solution](#)

923.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Baraa-Ahmed's solution](#)

924.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Baraa-Ahmed's solution](#)

925.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Baraa-Ahmed's solution](#)

926.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Baraa-Ahmed's solution](#)

927.

1894C

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

Rating: 1400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Baraa-Ahmed's solution](#)

928.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Baraa-Ahmed's solution](#)

929.

1831C

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

Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

930.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Baraa-Ahmed's solution](#)

931.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Baraa-Ahmed's solution](#)

932.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

933.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

934.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Baraa-Ahmed's solution](#)

935.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Baraa-Ahmed's solution](#)

936.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Baraa-Ahmed's solution](#)

937.

2205C

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

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

938.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Baraa-Ahmed's solution](#)

939.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

940.

2183D1

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

Quality: 8,858 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

[Baraa-Ahmed's solution](#)

941.

2183C

[War Strategy](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

942.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Baraa-Ahmed's solution](#)

943.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Baraa-Ahmed's solution](#)

944.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

945.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Baraa-Ahmed's solution](#)

946.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Baraa-Ahmed's solution](#)

947.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

948.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-09-08 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Baraa-Ahmed's solution](#)

949.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

950.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Baraa-Ahmed's solution](#)

951.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

952.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs,

math, trees

[Baraa-Ahmed's solution](#)

953.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

954.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

955.

1516B

[AGAGA XOOORR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Baraa-Ahmed's solution](#)

956.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

957.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Baraa-Ahmed's solution](#)

958.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Baraa-Ahmed's solution](#)

959.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Baraa-Ahmed's solution](#)

960.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Baraa-Ahmed's solution](#)

961.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Baraa-Ahmed's solution](#)

962.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Baraa-Ahmed's solution](#)

963.

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Baraa-Ahmed's solution](#)

964.

2075C

[Two Colors · Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Baraa-Ahmed's solution](#)

965.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Baraa-Ahmed's solution](#)

966.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,273 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Baraa-Ahmed's solution](#)

967.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

968.

2067C

[Devyatkino · Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Baraa-Ahmed's solution](#)

969.

2060E

[Graph Composition · Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Baraa-Ahmed's solution](#)

970.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

971.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Baraa-Ahmed's solution](#)

972.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

973.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Baraa-Ahmed's solution](#)

974.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Baraa-Ahmed's solution](#)

975.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

976.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

977.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

978.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Baraa-Ahmed's solution](#)

979.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)

980.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

981.

1646C

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

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, math

[Baraa-Ahmed's solution](#)

982.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Baraa-Ahmed's solution](#)

983.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

984.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[Baraa-Ahmed's solution](#)

985.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Baraa-Ahmed's solution](#)

986.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Baraa-Ahmed's solution](#)

987.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Baraa-Ahmed's solution](#)

988.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Baraa-Ahmed's solution](#)

989.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

990.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

991.

1950E

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

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Baraa-Ahmed's solution](#)

992.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Baraa-Ahmed's solution](#)

993.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Baraa-Ahmed's solution](#)

994.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Baraa-Ahmed's solution](#)

995.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Baraa-Ahmed's solution](#)

996.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Baraa-Ahmed's solution](#)

997.

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

998.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

999.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2023-06-25 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1000.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1001.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Baraa-Ahmed's solution](#)

1002.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[Baraa-Ahmed's solution](#)

1003.

1872E

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

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
[Baraa-Ahmed's solution](#)

1004.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[Baraa-Ahmed's solution](#)

1005.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[Baraa-Ahmed's solution](#)

1006.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[Baraa-Ahmed's solution](#)

1007.

177C1

[Party](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Baraa-Ahmed's solution](#)

1008.

1418C

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

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Baraa-Ahmed's solution](#)

1009.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[Baraa-Ahmed's solution](#)

1010.

1850G

[The Morning Star](#) · [Tutorial](#)

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

1011.

2196B

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

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[Baraa-Ahmed's solution](#)

1012.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,861 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

1013.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2024-05-03 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Baraa-Ahmed's solution](#)

1014.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,506 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Baraa-Ahmed's solution](#)

1015.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Baraa-Ahmed's solution](#)

1016.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Baraa-Ahmed's solution](#)

1017.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Baraa-Ahmed's solution](#)

1018.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Baraa-Ahmed's solution](#)

1019.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Baraa-Ahmed's solution](#)

1020.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[Baraa-Ahmed's solution](#)

1021.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Baraa-Ahmed's solution](#)

1022.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

1023.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

1024.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Baraa-Ahmed's solution](#)

1025.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 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

[Baraa-Ahmed's solution](#)

1026.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Baraa-Ahmed's solution](#)

1027.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Baraa-Ahmed's solution](#)

1028.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

1029.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings

[Baraa-Ahmed's solution](#)

1030.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

1031.

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Baraa-Ahmed's solution](#)

1032.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Baraa-Ahmed's solution](#)**1033.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)**1034.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)**1035.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[Baraa-Ahmed's solution](#)**1036.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Baraa-Ahmed's solution](#)**1037.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Baraa-Ahmed's solution](#)**1038.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)**1039.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Baraa-Ahmed's solution](#)**1040.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Baraa-Ahmed's solution](#)**1041.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Baraa-Ahmed's solution](#)

1042.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Baraa-Ahmed's solution](#)

1043.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1044.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1045.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

1046.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1047.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Baraa-Ahmed's solution](#)

1048.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

1049.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Baraa-Ahmed's solution](#)

1050.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Baraa-Ahmed's solution](#)

1051.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Baraa-Ahmed's solution](#)

1052.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Baraa-Ahmed's solution](#)

1053.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Baraa-Ahmed's solution](#)

1054.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

1055.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

1056.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Baraa-Ahmed's solution](#)

1057.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Baraa-Ahmed's solution](#)

1058.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Baraa-Ahmed's solution](#)

1059.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, strings, two pointers

[Baraa-Ahmed's solution](#)

1060.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, strings

[Baraa-Ahmed's solution](#)

1061.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1062.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)**1063.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Baraa-Ahmed's solution](#)**1064.**

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)**1065.**

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[Baraa-Ahmed's solution](#)**1066.**

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Baraa-Ahmed's solution](#)**1067.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Baraa-Ahmed's solution](#)**1068.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Baraa-Ahmed's solution](#)**1069.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Baraa-Ahmed's solution](#)**1070.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Baraa-Ahmed's solution](#)**1071.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1072.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

1073.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Baraa-Ahmed's solution](#)

1074.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1075.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Baraa-Ahmed's solution](#)

1076.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Baraa-Ahmed's solution](#)

1077.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baraa-Ahmed's solution](#)

1078.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Baraa-Ahmed's solution](#)

1079.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Baraa-Ahmed's solution](#)

1080.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1081.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Baraa-Ahmed's solution](#)

1082.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Baraa-Ahmed's solution](#)

1083.

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1084.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Baraa-Ahmed's solution](#)

1085.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Baraa-Ahmed's solution](#)

1086.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Baraa-Ahmed's solution](#)

1087.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Baraa-Ahmed's solution](#)

1088.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1089.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1090.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,597 global accepts · Rating: 1600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1091.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Baraa-Ahmed's solution](#)

1092.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Baraa-Ahmed's solution](#)

1093.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[Baraa-Ahmed's solution](#)

1094.

2205D

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

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1095.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Baraa-Ahmed's solution](#)

1096.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Baraa-Ahmed's solution](#)

1097.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Baraa-Ahmed's solution](#)

1098.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

1099.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2024-06-13 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Baraa-Ahmed's solution](#)

1100.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

1101.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Baraa-Ahmed's solution](#)

1102.

2160D

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

Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Baraa-Ahmed's solution](#)

1103.

2152D

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

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

[Baraa-Ahmed's solution](#)

1104.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Baraa-Ahmed's solution](#)

1105.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

1106.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive

[Baraa-Ahmed's solution](#)

1107.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[Baraa-Ahmed's solution](#)

1108.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1109.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Baraa-Ahmed's solution](#)

1110.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Baraa-Ahmed's solution](#)

1111.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1112.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[Baraa-Ahmed's solution](#)

1113.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Baraa-Ahmed's solution](#)

1114.

2124D

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

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1115.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Baraa-Ahmed's solution](#)

1116.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1117.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

1118.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Baraa-Ahmed's solution](#)

1119.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Baraa-Ahmed's solution](#)

1120.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Baraa-Ahmed's solution](#)

1121.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

dp, graphs, greedy, hashing

[Baraa-Ahmed's solution](#)

1122.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Baraa-Ahmed's solution](#)

1123.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Baraa-Ahmed's solution](#)

1124.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Baraa-Ahmed's solution](#)

1125.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

1126.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Baraa-Ahmed's solution](#)

1127.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Baraa-Ahmed's solution](#)

1128.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1129.

2053D

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

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Baraa-Ahmed's solution](#)

1130.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

1131.

2044G1

[Medium Demon Problem \(easy version\) · Tutorial](#)

Quality: 7,334 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Baraa-Ahmed's solution](#)

1132.

2041D

[Drunken Maze · Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1133.

2039D

[Shohag Loves GCD · Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baraa-Ahmed's solution](#)

1134.

1469D

[Ceil Divisions · Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

1135.

1826D

[Running Miles · Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Baraa-Ahmed's solution](#)

1136.

2031D

[Penchick and Desert Rabbit · Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1137.

1810D

[Climbing the Tree · Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Baraa-Ahmed's solution](#)

1138.

2029C

[New Rating · Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Baraa-Ahmed's solution](#)

1139.

1699C

[The Third Problem · Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Baraa-Ahmed's solution](#)

1140.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1141.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Baraa-Ahmed's solution](#)

1142.

2007D

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

Rating: 1700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1143.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Baraa-Ahmed's solution](#)

1144.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

1145.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1146.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Baraa-Ahmed's solution](#)

1147.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[Baraa-Ahmed's solution](#)

1148.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1149.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, implementation

[Baraa-Ahmed's solution](#)

1150.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Baraa-Ahmed's solution](#)

1151.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1152.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1153.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Baraa-Ahmed's solution](#)

1154.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Baraa-Ahmed's solution](#)

1155.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, shortest paths

[Baraa-Ahmed's solution](#)

1156.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1157.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Baraa-Ahmed's solution](#)

1158.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Baraa-Ahmed's solution](#)

1159.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Baraa-Ahmed's solution](#)

1160.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

implementation, math

[Baraa-Ahmed's solution](#)

1161.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Baraa-Ahmed's solution](#)

1162.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Baraa-Ahmed's solution](#)

1163.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Baraa-Ahmed's solution](#)

1164.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

1165.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

1166.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math

[Baraa-Ahmed's solution](#)

1167.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Baraa-Ahmed's solution](#)

1168.

1330D

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

Rating: 1700 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Baraa-Ahmed's solution](#)

1169.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Baraa-Ahmed's solution](#)

1170.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Baraa-Ahmed's solution](#)

1171.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Baraa-Ahmed's solution](#)

1172.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-09-06 · last AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Baraa-Ahmed's solution](#)

1173.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[Baraa-Ahmed's solution](#)

1174.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Baraa-Ahmed's solution](#)

1175.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Baraa-Ahmed's solution](#)

1176.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baraa-Ahmed's solution](#)

1177.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[Baraa-Ahmed's solution](#)

1178.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Baraa-Ahmed's solution](#)

1179.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Baraa-Ahmed's solution](#)

1180.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Baraa-Ahmed's solution](#)

1181.

1731C

[Even Subarrays · Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Baraa-Ahmed's solution](#)

1182.

1185D

[Extra Element · Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Baraa-Ahmed's solution](#)

1183.

1430D

[String Deletion · Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Baraa-Ahmed's solution](#)

1184.

1621C

[Hidden Permutations · Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, math

[Baraa-Ahmed's solution](#)

1185.

1658C

[Shinju and the Lost Permutation · Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Baraa-Ahmed's solution](#)

1186.

1661C

[Water the Trees · Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Baraa-Ahmed's solution](#)

1187.

1359C

[Mixing Water · Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Baraa-Ahmed's solution](#)

1188.

1690F

[Shifting String · Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, strings

[Baraa-Ahmed's solution](#)

1189.

1688C

[Manipulating History · Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Baraa-Ahmed's solution](#)

1190.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

1191.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

1192.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Baraa-Ahmed's solution](#)

1193.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Baraa-Ahmed's solution](#)

1194.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Baraa-Ahmed's solution](#)

1195.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1196.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1197.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

1198.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Baraa-Ahmed's solution](#)

1199.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Baraa-Ahmed's solution](#)

1200.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Baraa-Ahmed's solution](#)

1201.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1202.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1203.

1903D1

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

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Baraa-Ahmed's solution](#)

1204.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Baraa-Ahmed's solution](#)

1205.

1936A

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

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Baraa-Ahmed's solution](#)

1206.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

1207.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Baraa-Ahmed's solution](#)

1208.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Baraa-Ahmed's solution](#)

1209.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Baraa-Ahmed's solution](#)

1210.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Baraa-Ahmed's solution](#)

1211.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Baraa-Ahmed's solution](#)

1212.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1213.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Baraa-Ahmed's solution](#)

1214.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Baraa-Ahmed's solution](#)

1215.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Baraa-Ahmed's solution](#)

1216.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

1217.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1218.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Baraa-Ahmed's solution](#)

1219.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Baraa-Ahmed's solution](#)

1220.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)

1221.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Baraa-Ahmed's solution](#)

1222.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Baraa-Ahmed's solution](#)

1223.

1969C

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

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

[Baraa-Ahmed's solution](#)

1224.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Baraa-Ahmed's solution](#)

1225.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Baraa-Ahmed's solution](#)

1226.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Baraa-Ahmed's solution](#)

1227.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Baraa-Ahmed's solution](#)

1228.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Baraa-Ahmed's solution](#)

1229.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1230.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1231.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Baraa-Ahmed's solution](#)

1232.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Baraa-Ahmed's solution](#)

1233.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Baraa-Ahmed's solution](#)

1234.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Baraa-Ahmed's solution](#)

1235.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Baraa-Ahmed's solution](#)

1236.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Baraa-Ahmed's solution](#)

1237.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Baraa-Ahmed's solution](#)

1238.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Baraa-Ahmed's solution](#)

1239.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[Baraa-Ahmed's solution](#)

1240.

295B

[Greg and Graph](#) · Tutorial

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1241.

29C

[Mail Stamps](#) · Tutorial

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Baraa-Ahmed's solution](#)

1242.

2199D

[Two Arrays](#) · Tutorial

Quality: 277 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Baraa-Ahmed's solution](#)

1243.

2192D

[Cost of Tree](#) · Tutorial

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Baraa-Ahmed's solution](#)

1244.

2196C1

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

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

[Baraa-Ahmed's solution](#)

1245.

2184E

[Exquisite Array](#) · Tutorial

Quality: 5,774 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Baraa-Ahmed's solution](#)

1246.

1324F

[Maximum White Subtree](#) · Tutorial

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

1247.

2189C2

[XOR-convenience \(Hard Version\)](#) · Tutorial

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baraa-Ahmed's solution](#)

1248.

2182E

[New Year's Gifts](#) · Tutorial

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1249.

1225D

[Power Products](#) · Tutorial

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[Baraa-Ahmed's solution](#)

1250.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

1251.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1252.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Baraa-Ahmed's solution](#)

1253.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Baraa-Ahmed's solution](#)

1254.

2143D1

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

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

1255.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Baraa-Ahmed's solution](#)

1256.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees

[Baraa-Ahmed's solution](#)

1257.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Baraa-Ahmed's solution](#)

1258.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Baraa-Ahmed's solution](#)

1259.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Baraa-Ahmed's solution](#)

1260.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Baraa-Ahmed's solution](#)

1261.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1262.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Baraa-Ahmed's solution](#)

1263.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-05-26 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Baraa-Ahmed's solution](#)

1264.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Baraa-Ahmed's solution](#)

1265.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Baraa-Ahmed's solution](#)

1266.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers

[Baraa-Ahmed's solution](#)

1267.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Baraa-Ahmed's solution](#)

1268.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1269.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Baraa-Ahmed's solution](#)

1270.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Baraa-Ahmed's solution](#)

1271.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Baraa-Ahmed's solution](#)

1272.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2023-07-10 · last AC: 2025-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Baraa-Ahmed's solution](#)

1273.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

1274.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Baraa-Ahmed's solution](#)

1275.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1276.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Baraa-Ahmed's solution](#)

1277.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Baraa-Ahmed's solution](#)

1278.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Baraa-Ahmed's solution](#)

1279.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Baraa-Ahmed's solution](#)

1280.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Baraa-Ahmed's solution](#)

1281.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

1282.

1719D1

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

Rating: 1800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Baraa-Ahmed's solution](#)

1283.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1284.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Baraa-Ahmed's solution](#)

1285.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1286.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Baraa-Ahmed's solution](#)

1287.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1288.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Baraa-Ahmed's solution](#)

1289.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Baraa-Ahmed's solution](#)

1290.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

1291.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Baraa-Ahmed's solution](#)

1292.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Baraa-Ahmed's solution](#)

1293.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1294.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1295.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

1296.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Baraa-Ahmed's solution](#)

1297.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[Baraa-Ahmed's solution](#)

1298.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Baraa-Ahmed's solution](#)

1299.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1300.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Baraa-Ahmed's solution](#)

1301.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Baraa-Ahmed's solution](#)

1302.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Baraa-Ahmed's solution](#)

1303.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, sortings

[Baraa-Ahmed's solution](#)

1304.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Baraa-Ahmed's solution](#)

1305.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1306.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy

[Baraa-Ahmed's solution](#)

1307.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Baraa-Ahmed's solution](#)

1308.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Baraa-Ahmed's solution](#)

1309.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Baraa-Ahmed's solution](#)

1310.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Baraa-Ahmed's solution](#)

1311.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Baraa-Ahmed's solution](#)

1312.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Baraa-Ahmed's solution](#)

1313.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[Baraa-Ahmed's solution](#)

1314.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Baraa-Ahmed's solution](#)

1315.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Baraa-Ahmed's solution](#)

1316.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

1317.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

1318.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Baraa-Ahmed's solution](#)

1319.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Baraa-Ahmed's solution](#)**1320.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Baraa-Ahmed's solution](#)**1321.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Baraa-Ahmed's solution](#)**1322.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Baraa-Ahmed's solution](#)**1323.**

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)**1324.**

1987D

[World is Mine](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)**1325.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)**1326.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)**1327.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)**1328.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Baraa-Ahmed's solution](#)

1329.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1330.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Baraa-Ahmed's solution](#)

1331.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Baraa-Ahmed's solution](#)

1332.

1118F1

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

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Baraa-Ahmed's solution](#)

1333.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Baraa-Ahmed's solution](#)

1334.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Baraa-Ahmed's solution](#)

1335.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Baraa-Ahmed's solution](#)

1336.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Baraa-Ahmed's solution](#)

1337.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Baraa-Ahmed's solution](#)

1338.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1339.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1340.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Baraa-Ahmed's solution](#)

1341.

1872F

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

Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Baraa-Ahmed's solution](#)

1342.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Baraa-Ahmed's solution](#)

1343.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Baraa-Ahmed's solution](#)

1344.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1345.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Baraa-Ahmed's solution](#)

1346.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

1347.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-28 · last AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Baraa-Ahmed's solution](#)

1348.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Baraa-Ahmed's solution](#)

1349.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Baraa-Ahmed's solution](#)

1350.

2173D

[Taiga's Carry Chains · Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Baraa-Ahmed's solution](#)

1351.

2154D

[Catshock · Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Baraa-Ahmed's solution](#)

1352.

1207E

[XOR Guessing · Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, math

[Baraa-Ahmed's solution](#)

1353.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Baraa-Ahmed's solution](#)

1354.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Baraa-Ahmed's solution](#)

1355.

1270D

[Strange Device · Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Baraa-Ahmed's solution](#)

1356.

1155D

[Beautiful Array · Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Baraa-Ahmed's solution](#)

1357.

1036C

[Classy Numbers · Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Baraa-Ahmed's solution](#)

1358.

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

[Baraa-Ahmed's solution](#)

1359.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Baraa-Ahmed's solution](#)

1360.

1141G

[Privatization of Roads in Treeland · Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1361.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2023-06-17 · last AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Baraa-Ahmed's solution](#)

1362.

832D

[Misha, Grisha and Underground · Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1363.

2109D

[D/D/D · Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1364.

2094H

[La Vaca Saturno Saturnita · Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Baraa-Ahmed's solution](#)

1365.

144D

[Missile Silos · Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1366.

2093G

[Shorten the Array · Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Baraa-Ahmed's solution](#)

1367.

1328E

[Tree Queries · Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1368.

191C

[Fools and Roads · Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1369.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baraa-Ahmed's solution](#)

1370.

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

[Baraa-Ahmed's solution](#)

1371.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1372.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1373.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Baraa-Ahmed's solution](#)

1374.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Baraa-Ahmed's solution](#)

1375.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Baraa-Ahmed's solution](#)

1376.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Baraa-Ahmed's solution](#)

1377.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Baraa-Ahmed's solution](#)

1378.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu,

graphs, implementation, trees

[Baraa-Ahmed's solution](#)

1379.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Baraa-Ahmed's solution](#)

1380.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Baraa-Ahmed's solution](#)

1381.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Baraa-Ahmed's solution](#)

1382.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

1383.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Baraa-Ahmed's solution](#)

1384.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1385.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[Baraa-Ahmed's solution](#)

1386.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, number theory

[Baraa-Ahmed's solution](#)

1387.

1719D2

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

Rating: 1900 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[Baraa-Ahmed's solution](#)

1388.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2024-11-08 · last AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Baraa-Ahmed's solution](#)

1389.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Baraa-Ahmed's solution](#)

1390.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Baraa-Ahmed's solution](#)

1391.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Baraa-Ahmed's solution](#)

1392.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1393.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Baraa-Ahmed's solution](#)

1394.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings

[Baraa-Ahmed's solution](#)

1395.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1396.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Baraa-Ahmed's solution](#)

1397.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Baraa-Ahmed's solution](#)

1398.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Baraa-Ahmed's solution](#)

1399.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

1400.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Baraa-Ahmed's solution](#)

1401.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1402.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Baraa-Ahmed's solution](#)

1403.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Baraa-Ahmed's solution](#)

1404.

2001D

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

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Baraa-Ahmed's solution](#)

1405.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1406.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

1407.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

1408.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Baraa-Ahmed's solution](#)

1409.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Baraa-Ahmed's solution](#)

1410.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1411.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Baraa-Ahmed's solution](#)

1412.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)

1413.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Baraa-Ahmed's solution](#)

1414.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Baraa-Ahmed's solution](#)

1415.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Baraa-Ahmed's solution](#)

1416.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1417.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Baraa-Ahmed's solution](#)

1418.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,935 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Baraa-Ahmed's solution](#)

1419.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Baraa-Ahmed's solution](#)

1420.

1846G

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

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1421.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Baraa-Ahmed's solution](#)

1422.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-06-21 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Baraa-Ahmed's solution](#)

1423.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[Baraa-Ahmed's solution](#)

1424.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Baraa-Ahmed's solution](#)

1425.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[Baraa-Ahmed's solution](#)

1426.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[Baraa-Ahmed's solution](#)

1427.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Baraa-Ahmed's solution](#)

1428.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Baraa-Ahmed's solution](#)

1429.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[Baraa-Ahmed's solution](#)

1430.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[Baraa-Ahmed's solution](#)

1431.

2154C2

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

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

1432.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Baraa-Ahmed's solution](#)

1433.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Baraa-Ahmed's solution](#)

1434.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1435.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Baraa-Ahmed's solution](#)

1436.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Baraa-Ahmed's solution](#)

1437.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1438.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Baraa-Ahmed's solution](#)

1439.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1440.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1441.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Baraa-Ahmed's solution](#)

1442.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Baraa-Ahmed's solution](#)

1443.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1444.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Baraa-Ahmed's solution](#)

1445.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Baraa-Ahmed's solution](#)

1446.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[Baraa-Ahmed's solution](#)

1447.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Baraa-Ahmed's solution](#)

1448.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Baraa-Ahmed's solution](#)

1449.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[Baraa-Ahmed's solution](#)

1450.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Baraa-Ahmed's solution](#)

1451.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, two pointers

[Baraa-Ahmed's solution](#)

1452.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Baraa-Ahmed's solution](#)

1453.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Baraa-Ahmed's solution](#)

1454.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Baraa-Ahmed's solution](#)

1455.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Baraa-Ahmed's solution](#)

1456.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1457.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Baraa-Ahmed's solution](#)

1458.

1657D

[For Gamers. By Gamers. · Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Baraa-Ahmed's solution](#)

1459.

2085D

[Servet and Kaitenzushi Buffet · Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Baraa-Ahmed's solution](#)

1460.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1461.

2075D

[Equalization · Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Baraa-Ahmed's solution](#)

1462.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math, strings

[Baraa-Ahmed's solution](#)

1463.

291E

[Tree-String Problem · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, hashing, strings

[Baraa-Ahmed's solution](#)

1464.

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

[Baraa-Ahmed's solution](#)

1465.

1857G

[Counting Graphs · Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Baraa-Ahmed's solution](#)

1466.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Baraa-Ahmed's solution](#)

1467.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Baraa-Ahmed's solution](#)

1468.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1469.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Baraa-Ahmed's solution](#)

1470.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Baraa-Ahmed's solution](#)

1471.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Baraa-Ahmed's solution](#)

1472.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[Baraa-Ahmed's solution](#)

1473.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Baraa-Ahmed's solution](#)

1474.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Baraa-Ahmed's solution](#)

1475.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baraa-Ahmed's solution](#)

1476.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1477.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Baraa-Ahmed's solution](#)

1478.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Baraa-Ahmed's solution](#)

1479.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1480.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Baraa-Ahmed's solution](#)

1481.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Baraa-Ahmed's solution](#)

1482.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Baraa-Ahmed's solution](#)

1483.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Baraa-Ahmed's solution](#)

1484.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Baraa-Ahmed's solution](#)

1485.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Baraa-Ahmed's solution](#)

1486.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Baraa-Ahmed's solution](#)

1487.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Baraa-Ahmed's solution](#)

1488.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1489.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1490.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Baraa-Ahmed's solution](#)

1491.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Baraa-Ahmed's solution](#)

1492.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1493.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Baraa-Ahmed's solution](#)

1494.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Baraa-Ahmed's solution](#)

1495.

2210D

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

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Baraa-Ahmed's solution](#)

1496.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Baraa-Ahmed's solution](#)

1497.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Baraa-Ahmed's solution](#)

1498.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Baraa-Ahmed's solution](#)

1499.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

1500.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Baraa-Ahmed's solution](#)

1501.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Baraa-Ahmed's solution](#)

1502.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Baraa-Ahmed's solution](#)

1503.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Baraa-Ahmed's solution](#)

1504.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Baraa-Ahmed's solution](#)

1505.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, greedy

[Baraa-Ahmed's solution](#)

1506.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Baraa-Ahmed's solution](#)

1507.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Baraa-Ahmed's solution](#)

1508.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Baraa-Ahmed's solution](#)

1509.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Baraa-Ahmed's solution](#)

1510.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Baraa-Ahmed's solution](#)

1511.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Baraa-Ahmed's solution](#)

1512.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[Baraa-Ahmed's solution](#)

1513.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math

[Baraa-Ahmed's solution](#)

1514.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Baraa-Ahmed's solution](#)

1515.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive, math

[Baraa-Ahmed's solution](#)

1516.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Baraa-Ahmed's solution](#)

1517.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, matrices

[Baraa-Ahmed's solution](#)

1518.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[Baraa-Ahmed's solution](#)

1519.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[Baraa-Ahmed's solution](#)

1520.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Baraa-Ahmed's solution](#)

1521.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive

[Baraa-Ahmed's solution](#)

1522.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1523.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1524.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Baraa-Ahmed's solution](#)

1525.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 2100 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1526.

2115B

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

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Baraa-Ahmed's solution](#)

1527.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1528.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[Baraa-Ahmed's solution](#)

1529.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1530.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 2100 · first AC: 2025-03-20 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1531.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[Baraa-Ahmed's solution](#)

1532.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Baraa-Ahmed's solution](#)

1533.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[Baraa-Ahmed's solution](#)

1534.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[Baraa-Ahmed's solution](#)

1535.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Baraa-Ahmed's solution](#)

1536.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Baraa-Ahmed's solution](#)

1537.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Baraa-Ahmed's solution](#)

1538.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2023-09-17 · last AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1539.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Baraa-Ahmed's solution](#)

1540.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Baraa-Ahmed's solution](#)

1541.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Baraa-Ahmed's solution](#)

1542.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Baraa-Ahmed's solution](#)

1543.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[Baraa-Ahmed's solution](#)

1544.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy, math, number theory

[Baraa-Ahmed's solution](#)

1545.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Baraa-Ahmed's solution](#)

1546.

2004E

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

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Baraa-Ahmed's solution](#)

1547.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Baraa-Ahmed's solution](#)

1548.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Baraa-Ahmed's solution](#)

1549.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1550.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Baraa-Ahmed's solution](#)

1551.

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2024-01-04 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Baraa-Ahmed's solution](#)

1552.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1553.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2200 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Baraa-Ahmed's solution](#)

1554.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Baraa-Ahmed's solution](#)

1555.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Baraa-Ahmed's solution](#)

1556.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Baraa-Ahmed's solution](#)

1557.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1558.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Baraa-Ahmed's solution](#)

1559.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Baraa-Ahmed's solution](#)

1560.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Baraa-Ahmed's solution](#)

1561.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Baraa-Ahmed's solution](#)

1562.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Baraa-Ahmed's solution](#)

1563.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, interactive

[Baraa-Ahmed's solution](#)

1564.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Baraa-Ahmed's solution](#)

1565.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1566.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Baraa-Ahmed's solution](#)

1567.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Baraa-Ahmed's solution](#)

1568.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Baraa-Ahmed's solution](#)

1569.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Baraa-Ahmed's solution](#)

1570.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Baraa-Ahmed's solution](#)

1571.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Baraa-Ahmed's solution](#)

1572.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Baraa-Ahmed's solution](#)

1573.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Baraa-Ahmed's solution](#)

1574.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Baraa-Ahmed's solution](#)

1575.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

[Baraa-Ahmed's solution](#)

1576.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1577.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Baraa-Ahmed's solution](#)

1578.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-02-20 · last AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Baraa-Ahmed's solution](#)

1579.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1580.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Baraa-Ahmed's solution](#)

1581.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Baraa-Ahmed's solution](#)

1582.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Baraa-Ahmed's solution](#)

1583.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Baraa-Ahmed's solution](#)

1584.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baraa-Ahmed's solution](#)

1585.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Baraa-Ahmed's solution](#)

1586.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[Baraa-Ahmed's solution](#)

1587.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Baraa-Ahmed's solution](#)

1588.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Baraa-Ahmed's solution](#)

1589.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Baraa-Ahmed's solution](#)

1590.

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

[Baraa-Ahmed's solution](#)

1591.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 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

[Baraa-Ahmed's solution](#)

1592.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Baraa-Ahmed's solution](#)

1593.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1594.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Baraa-Ahmed's solution](#)

1595.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Baraa-Ahmed's solution](#)

1596.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Baraa-Ahmed's solution](#)

1597.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Baraa-Ahmed's solution](#)

1598.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[Baraa-Ahmed's solution](#)

1599.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1600.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Baraa-Ahmed's solution](#)

1601.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Baraa-Ahmed's solution](#)

1602.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Baraa-Ahmed's solution](#)

1603.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[Baraa-Ahmed's solution](#)

1604.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Baraa-Ahmed's solution](#)

1605.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1606.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[Baraa-Ahmed's solution](#)

1607.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Baraa-Ahmed's solution](#)

1608.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Baraa-Ahmed's solution](#)

1609.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Baraa-Ahmed's solution](#)

1610.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Baraa-Ahmed's solution](#)

1611.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Baraa-Ahmed's solution](#)

1612.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu,

number theory, trees

[Baraa-Ahmed's solution](#)

1613.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Baraa-Ahmed's solution](#)

1614.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Baraa-Ahmed's solution](#)

1615.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2025-07-01 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Baraa-Ahmed's solution](#)

1616.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Baraa-Ahmed's solution](#)

1617.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Baraa-Ahmed's solution](#)

1618.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-06-09 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Baraa-Ahmed's solution](#)

1619.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1620.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Baraa-Ahmed's solution](#)

1621.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Baraa-Ahmed's solution](#)

1622.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Baraa-Ahmed's solution](#)

1623.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Baraa-Ahmed's solution](#)

1624.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1625.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Baraa-Ahmed's solution](#)

1626.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Baraa-Ahmed's solution](#)

1627.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Baraa-Ahmed's solution](#)

1628.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Baraa-Ahmed's solution](#)

1629.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Baraa-Ahmed's solution](#)

1630.

2160G1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

1631.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Baraa-Ahmed's solution](#)

1632.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Baraa-Ahmed's solution](#)

1633.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Baraa-Ahmed's solution](#)

1634.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-03-01 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Baraa-Ahmed's solution](#)

1635.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[Baraa-Ahmed's solution](#)

1636.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Baraa-Ahmed's solution](#)

1637.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Baraa-Ahmed's solution](#)

1638.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Baraa-Ahmed's solution](#)

1639.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Baraa-Ahmed's solution](#)

1640.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Baraa-Ahmed's solution](#)

1641.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Baraa-Ahmed's solution](#)

1642.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities, trees

[Baraa-Ahmed's solution](#)

1643.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Baraa-Ahmed's solution](#)

1644.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Baraa-Ahmed's solution](#)

1645.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry, graphs

[Baraa-Ahmed's solution](#)

1646.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Baraa-Ahmed's solution](#)

1647.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Baraa-Ahmed's solution](#)

1648.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Baraa-Ahmed's solution](#)

1649.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-06-26 · last AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Baraa-Ahmed's solution](#)

1650.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Baraa-Ahmed's solution](#)

1651.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Baraa-Ahmed's solution](#)

1652.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[Baraa-Ahmed's solution](#)

1653.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Baraa-Ahmed's solution](#)

1654.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Baraa-Ahmed's solution](#)

1655.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Baraa-Ahmed's solution](#)

1656.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,122 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Baraa-Ahmed's solution](#)

1657.

2226A

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

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

1658.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1659.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Baraa-Ahmed's solution](#)

1660.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Baraa-Ahmed's solution](#)

1661.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Baraa-Ahmed's solution](#)

1662.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Baraa-Ahmed's solution](#)

1663.

105869I

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

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1664.

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1665.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1666.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1667.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Baraa-Ahmed's solution](#)

1668.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Baraa-Ahmed's solution](#)

1669.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Baraa-Ahmed's solution](#)

1670.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Baraa-Ahmed's solution](#)

1671.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Baraa-Ahmed's solution](#)

1672.

106167N

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

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1673.

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1674.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1675.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1676.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1677.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1678.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1679.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1680.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1681.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1682.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1683.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1684.

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1685.

106063E

[El Juego del Calamar](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1686.

106063L

[Los Ratones III](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1687.

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1688.

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1689.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1690.

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1691.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1692.

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1693.

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1694.

2220D2

[Unique Values \(Hard version\) · Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Baraa-Ahmed's solution](#)

1695.

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Baraa-Ahmed's solution](#)

1696.

101982F

[Rectangles · Tutorial](#)

Rating: — · first AC: 2026-03-31 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1697.

101982E

[Cops And Robbers · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1698.

101982H

[Repeating Goldbachs · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1699.

101982G

[Goat on a Rope · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1700.

101982D

[Count The Bits · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1701.

101982B

[Coprime Integers · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1702.

101982C

[Contest Setting · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1703.

101982I

[Liars · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1704.

101982J

[Time Limits · Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1705.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1706.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1707.

106020C

[GCD on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1708.

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1709.

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1710.

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1711.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1712.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1713.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1714.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1715.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1716.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1717.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1718.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1719.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1720.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1721.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1722.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1723.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1724.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1725.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1726.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1727.

106241K

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1728.

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1729.

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1730.

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1731.

106241J

[Zaseb EI Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1732.

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1733.

106241E

[Sheesh EI Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1734.

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1735.

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1736.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Baraa-Ahmed's solution](#)

1737.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Baraa-Ahmed's solution](#)

1738.

106098G

[Bald and Isabel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1739.

106098C

[MEDAA and Mohamed Hazem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1740.

106098K

[Farouk and MEX Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1741.

106098B

[Farouk and Password](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1742.

106098I

[MEDAA and Totients](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1743.

106098F

[MEDAA and the Jumping Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1744.

106098D

[Bald and Siniora](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1745.

106098M

[MEDAA, Farouk, and Bald](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1746.

106098L

[MEDAA and subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1747.

106098A

[Bald and Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1748.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Baraa-Ahmed's solution](#)

1749.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-09-10 · Kotlin 2.2 (first AC) · Tags: *special, dp

[Baraa-Ahmed's solution](#)

1750.

106016B

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1751.

106016E

[a less than b](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1752.

106016L

[Good Sets](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1753.

106016I

[W/S TREE](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1754.

106016F

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1755.

106016D

[Least Uncommon Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1756.

106016H

[Median Gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1757.

106016C

[USD vs Liras](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1758.

106016K

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1759.

106016A

[The Beauty Of Homs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1760.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1761.

104974K

[Chocolate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1762.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1763.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1764.

105190A

[Boring Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1765.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1766.

105314B

[Ahmad and Pairs Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1767.

105314E

[Ahmad and Substrings Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1768.

105314C

[Hamza and Fulfillment Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1769.

105314I

[Ahmad and Gifting Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1770.

105314D

[The Boys and Wasting Time Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1771.

105314K

[Ahmad and Distinct Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1772.

105314G

[Ahmad and Cinema Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1773.

105314F

[Ahmad and Swapping Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1774.

105314A

[Rama and Cats Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1775.

105314J

[Ahmad and Prediction Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1776.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1777.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1778.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1779.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1780.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1781.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1782.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1783.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1784.

100551E

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

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1785.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1786.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1787.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1788.

104120K

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

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1789.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1790.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1791.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1792.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Baraa-Ahmed's solution](#)

1793.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Baraa-Ahmed's solution](#)

1794.

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1795.

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1796.

105319H

[Divide And Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1797.

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1798.

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1799.

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1800.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1801.

100851H

[Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1802.

100851I

[Iceberg Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · Java 8 (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1803.

104447L

[Amazing Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1804.

105230D

[Divisor Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1805.

105230K

[Treasures](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1806.

105230E

[Great Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1807.

105230H

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1808.

105020K

[Wrong digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1809.

105020L

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

Rating: — · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1810.

105020M

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1811.

105020C

[Ice Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1812.

105020E

[The Detective Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1813.

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1814.

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1815.

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1816.

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1817.

105020A

[Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1818.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1819.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1820.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1821.

101410E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1822.

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1823.

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1824.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1825.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1826.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1827.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1828.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1829.

105262F

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

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1830.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1831.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1832.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1833.

105262M

[Maximum Subarray Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1834.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1835.

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1836.

104536F

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

Rating: — · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1837.

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1838.

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1839.

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1840.

105129M

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

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1841.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1842.

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1843.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1844.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1845.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1846.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1847.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1848.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1849.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1850.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1851.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1852.

100753F

[Divisions](#) · [Tutorial](#)

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

[Baraa-Ahmed's solution](#)

1853.

104390B

[Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1854.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1855.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)

1856.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baraa-Ahmed's solution](#)