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# Unique solved — BenjaminJ

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

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1.

2211A

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2.

2207A

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3.

2183A

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4.

1684B

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5.

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math, strings

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6.

2178A

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Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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7.

2180B

[Ashmal](#) · [Tutorial](#)

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8.

2180A

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9.

1450A

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**10.**

1491A

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1552A

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**12.**

2170A

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**13.**

2172A

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**14.**

2166A

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**15.**

2157A

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**16.**

1782A

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**18.**

2167C

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2167B

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Quality: 51,806 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

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**20.**

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**21.**

2163A

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**22.**

2164A

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**23.**

1566B

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**24.**

1566A

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**25.**

1615A

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**26.**

1637A

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**27.**

1672B

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**28.**

1672A

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**29.**

1738A

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**31.**

1810A

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**32.**

2161A

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**33.**

2122A

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**34.**

2065B

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**35.**

2065A

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2147A

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**38.**

2124A

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**39.**

1842A

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40.

1864A

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41.

1863A

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42.

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Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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43.

2109A

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44.

2094B

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45.

2094A

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46.

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47.

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48.

2042A

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49.

1773F

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50.

2063A

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Quality: 31,758 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**51.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

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**52.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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**53.**

1909A

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Quality: 18,928 global accepts · Rating: 800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**54.**

1916A

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**55.**

1930A

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**56.**

1975A

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**57.**

2062A

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**58.**

1896A

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**59.**

1764A

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**60.**

1696A

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- 61.**  
1746B  
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- 62.**  
1746A  
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- 63.**  
1984A  
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2061A  
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Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
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- 65.**  
1991A  
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- 66.**  
2034A  
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- 67.**  
2056A  
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- 68.**  
1928A  
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- 69.**  
1903A  
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- 70.**  
1957A  
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119A  
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**72.**

2051A

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**73.**

1981A

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**74.**

1983A

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**75.**

1998A

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**76.**

2001B

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**77.**

2001A

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**78.**

2007A

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Quality: 25,250 global accepts · Rating: 800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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**79.**

2013A

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Quality: 31,229 global accepts · Rating: 800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**80.**

2022A

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Quality: 17,228 global accepts · Rating: 800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**81.**

2024A

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Quality: 23,013 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**82.**

2055A

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**83.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,750 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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**84.**

2027A

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**85.**

1993A

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Quality: 33,167 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**86.**

1977A

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Quality: 39,196 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

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**87.**

2031A

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Quality: 20,944 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**88.**

1978B

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Quality: 25,329 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

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**89.**

1978A

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**90.**

1979A

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**91.**

1823A

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**92.**

1935A

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Quality: 30,322 global accepts · Rating: 800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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**93.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**94.**

1820A

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**95.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,046 global accepts · Rating: 800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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**96.**

2049A

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**97.**

2014A

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**98.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**99.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,483 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[BenjaminJ's solution](#)

**100.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**101.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,433 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BenjaminJ's solution](#)

**102.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BenjaminJ's solution](#)

**103.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**104.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[BenjaminJ's solution](#)

**105.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BenjaminJ's solution](#)

**106.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**107.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,697 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[BenjaminJ's solution](#)

**108.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**109.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[BenjaminJ's solution](#)

**110.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BenjaminJ's solution](#)

**111.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[BenjaminJ's solution](#)

**112.**

1946A

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

Quality: 28,569 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BenjaminJ's solution](#)

**113.**

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BenjaminJ's solution](#)

**114.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[BenjaminJ's solution](#)

**115.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,643 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[BenjaminJ's solution](#)

**116.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,969 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**117.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,201 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**118.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BenjaminJ's solution](#)

**119.**

2038N

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

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**120.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[BenjaminJ's solution](#)

**121.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**122.**

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**123.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[BenjaminJ's solution](#)

**124.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**125.**

2048A

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

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[BenjaminJ's solution](#)

**126.**

1944A

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

Quality: 28,733 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[BenjaminJ's solution](#)

**127.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**128.**

1790A

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

Quality: 41,042 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[BenjaminJ's solution](#)

**129.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[BenjaminJ's solution](#)

**130.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,005 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**131.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,689 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**132.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[BenjaminJ's solution](#)

**133.**

1579A

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

Quality: 41,988 global accepts · Rating: 800 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[BenjaminJ's solution](#)

**134.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**135.**

1929A

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

Quality: 34,939 global accepts · Rating: 800 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BenjaminJ's solution](#)

**136.**

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[BenjaminJ's solution](#)

**137.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,133 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[BenjaminJ's solution](#)

**138.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,531 global accepts · Rating: 800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**139.**

546A

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

Quality: 235,162 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BenjaminJ's solution](#)

**140.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,173 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BenjaminJ's solution](#)

**141.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**142.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,193 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**143.**

2010A

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

Quality: 21,265 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BenjaminJ's solution](#)

**144.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**145.**

112A

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

Quality: 287,200 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**146.**

110A

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

Quality: 199,474 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**147.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**148.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BenjaminJ's solution](#)

**149.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**150.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,294 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BenjaminJ's solution](#)

**151.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,434 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**152.**

71A

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

Quality: 503,145 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BenjaminJ's solution](#)

**153.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,192 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**154.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,883 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**155.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,639 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**156.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**157.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**158.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BenjaminJ's solution](#)

**159.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,418 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**160.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,480 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**161.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,678 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**162.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,736 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[BenjaminJ's solution](#)

**163.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BenjaminJ's solution](#)

**164.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,083 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BenjaminJ's solution](#)

**165.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**166.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,394 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**167.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,423 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**168.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,664 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[BenjaminJ's solution](#)

**169.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,678 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**170.**

2003B

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

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[BenjaminJ's solution](#)

**171.**

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BenjaminJ's solution](#)

**172.**

2008C

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

Quality: 36,471 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[BenjaminJ's solution](#)

**173.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[BenjaminJ's solution](#)

**174.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,785 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**175.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BenjaminJ's solution](#)

**176.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,230 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[BenjaminJ's solution](#)

**177.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,910 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BenjaminJ's solution](#)

**178.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,716 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[BenjaminJ's solution](#)

**179.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings  
[BenjaminJ's solution](#)

**180.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[BenjaminJ's solution](#)

**181.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[BenjaminJ's solution](#)

**182.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[BenjaminJ's solution](#)

**183.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[BenjaminJ's solution](#)

**184.**

2085A

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

Quality: 23,546 global accepts · Rating: 900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[BenjaminJ's solution](#)

**185.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[BenjaminJ's solution](#)

**186.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers  
[BenjaminJ's solution](#)

**187.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[BenjaminJ's solution](#)

**188.**

1696B

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

Quality: 36,306 global accepts · Rating: 900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[BenjaminJ's solution](#)

**189.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math  
[BenjaminJ's solution](#)

**190.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,360 global accepts · Rating: 900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[BenjaminJ's solution](#)

**191.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[BenjaminJ's solution](#)

**192.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BenjaminJ's solution](#)

**193.**

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[BenjaminJ's solution](#)

**194.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[BenjaminJ's solution](#)

**195.**

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BenjaminJ's solution](#)

**196.**

2013B

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

Quality: 28,240 global accepts · Rating: 900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**197.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,159 global accepts · Rating: 900 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[BenjaminJ's solution](#)

**198.**

2031B

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

Quality: 20,782 global accepts · Rating: 900 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[BenjaminJ's solution](#)

**199.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,119 global accepts · Rating: 900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[BenjaminJ's solution](#)

**200.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**201.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,294 global accepts · Rating: 900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BenjaminJ's solution](#)

**202.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**203.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[BenjaminJ's solution](#)

**204.**

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BenjaminJ's solution](#)

**205.**

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[BenjaminJ's solution](#)

**206.**

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BenjaminJ's solution](#)

**207.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**208.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**209.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**210.**

1992C

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

Quality: 33,254 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**211.**

1876A

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

Quality: 34,904 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**212.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy

[BenjaminJ's solution](#)

**213.**

1782B

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

Rating: 1000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[BenjaminJ's solution](#)

**214.**

2167D

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

Quality: 30,203 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[BenjaminJ's solution](#)

**215.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BenjaminJ's solution](#)

**216.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BenjaminJ's solution](#)

**217.**

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BenjaminJ's solution](#)

**218.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,268 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BenjaminJ's solution](#)

**219.**

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[BenjaminJ's solution](#)

**220.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**221.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

math

[BenjaminJ's solution](#)

**222.**

1975B

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

Quality: 21,067 global accepts · Rating: 1000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[BenjaminJ's solution](#)

**223.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**224.**

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**225.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BenjaminJ's solution](#)

**226.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[BenjaminJ's solution](#)

**227.**

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**228.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[BenjaminJ's solution](#)

**229.**

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BenjaminJ's solution](#)

**230.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BenjaminJ's solution](#)

**231.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,163 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[BenjaminJ's solution](#)

**232.**

1986B

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

Quality: 30,129 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[BenjaminJ's solution](#)

**233.**

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**234.**

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[BenjaminJ's solution](#)

**235.**

2211B

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

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BenjaminJ's solution](#)

**236.**

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**237.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[BenjaminJ's solution](#)

**238.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BenjaminJ's solution](#)

**239.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[BenjaminJ's solution](#)

**240.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[BenjaminJ's solution](#)

**241.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**242.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**243.**

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**244.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,759 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[BenjaminJ's solution](#)

**245.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BenjaminJ's solution](#)

**246.**

1842B

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

Quality: 25,531 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BenjaminJ's solution](#)

**247.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BenjaminJ's solution](#)

**248.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**249.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BenjaminJ's solution](#)

**250.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BenjaminJ's solution](#)

**251.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[BenjaminJ's solution](#)

**252.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BenjaminJ's solution](#)

**253.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**254.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[BenjaminJ's solution](#)

**255.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BenjaminJ's solution](#)

**256.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 1100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**257.**

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**258.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[BenjaminJ's solution](#)

**259.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**260.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**261.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,004 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers

[BenjaminJ's solution](#)

**262.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**263.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, sortings

[BenjaminJ's solution](#)

**264.**

2025B

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

Quality: 19,613 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**265.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**266.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,525 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[BenjaminJ's solution](#)

**267.**

1976B

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

Quality: 25,078 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BenjaminJ's solution](#)

**268.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BenjaminJ's solution](#)

**269.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**270.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,163 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[BenjaminJ's solution](#)

**271.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[BenjaminJ's solution](#)

**272.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BenjaminJ's solution](#)

**273.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BenjaminJ's solution](#)

**274.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[BenjaminJ's solution](#)

**275.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,669 global accepts · Rating: 1100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[BenjaminJ's solution](#)

**276.**

2196A

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

Quality: 15,810 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[BenjaminJ's solution](#)

**277.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[BenjaminJ's solution](#)

**278.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[BenjaminJ's solution](#)

**279.**

2174A

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[BenjaminJ's solution](#)

**280.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**281.**

2170B

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

Quality: 14,281 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**282.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BenjaminJ's solution](#)

**283.**

1799B

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

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**284.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[BenjaminJ's solution](#)

**285.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BenjaminJ's solution](#)

**286.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,548 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**287.**

2126D

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

Quality: 24,010 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BenjaminJ's solution](#)

**288.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**289.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BenjaminJ's solution](#)

**290.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[BenjaminJ's solution](#)

**291.**

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation

[BenjaminJ's solution](#)

**292.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BenjaminJ's solution](#)

**293.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**294.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[BenjaminJ's solution](#)

**295.**

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**296.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[BenjaminJ's solution](#)

**297.**

1975C

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

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[BenjaminJ's solution](#)

**298.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[BenjaminJ's solution](#)

**299.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[BenjaminJ's solution](#)

**300.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[BenjaminJ's solution](#)

**301.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**302.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[BenjaminJ's solution](#)

**303.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**304.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[BenjaminJ's solution](#)

**305.**

1679B

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

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[BenjaminJ's solution](#)

**306.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[BenjaminJ's solution](#)

**307.**

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[BenjaminJ's solution](#)

**308.**

1853B

[Fibonacchairs](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
[BenjaminJ's solution](#)

**309.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings  
[BenjaminJ's solution](#)

**310.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[BenjaminJ's solution](#)

**311.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[BenjaminJ's solution](#)

**312.**

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy  
[BenjaminJ's solution](#)

**313.**

2046A

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

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[BenjaminJ's solution](#)

**314.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory  
[BenjaminJ's solution](#)

**315.**

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[BenjaminJ's solution](#)

**316.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,552 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BenjaminJ's solution](#)

**317.**

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[BenjaminJ's solution](#)

**318.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**319.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,471 global accepts · Rating: 1200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**320.**

2003C

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

Quality: 21,658 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BenjaminJ's solution](#)

**321.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[BenjaminJ's solution](#)

**322.**

2206K

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

Quality: 1,419 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[BenjaminJ's solution](#)

**323.**

2201A1

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

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BenjaminJ's solution](#)

**324.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BenjaminJ's solution](#)

**325.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**326.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,243 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[BenjaminJ's solution](#)

**327.**

2172M

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

Quality: 5,813 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[BenjaminJ's solution](#)

**328.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BenjaminJ's solution](#)

**329.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**330.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BenjaminJ's solution](#)

**331.**

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**332.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BenjaminJ's solution](#)

**333.**

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[BenjaminJ's solution](#)

**334.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[BenjaminJ's solution](#)

**335.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,794 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[BenjaminJ's solution](#)

**336.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[BenjaminJ's solution](#)

**337.**

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BenjaminJ's solution](#)

**338.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**339.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BenjaminJ's solution](#)

**340.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**341.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[BenjaminJ's solution](#)

**342.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**343.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BenjaminJ's solution](#)

**344.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**345.**

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[BenjaminJ's solution](#)

**346.**

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[BenjaminJ's solution](#)

**347.**

1981B

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

Quality: 16,425 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[BenjaminJ's solution](#)

**348.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BenjaminJ's solution](#)

**349.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[BenjaminJ's solution](#)

**350.**

2024C

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

Rating: 1300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BenjaminJ's solution](#)

**351.**

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**352.**

1978C

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

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BenjaminJ's solution](#)

**353.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BenjaminJ's solution](#)

**354.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[BenjaminJ's solution](#)

**355.**

1820C

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

Rating: 1300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**356.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[BenjaminJ's solution](#)

**357.**

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BenjaminJ's solution](#)

**358.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[BenjaminJ's solution](#)

**359.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**360.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,501 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[BenjaminJ's solution](#)

**361.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[BenjaminJ's solution](#)

**362.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[BenjaminJ's solution](#)

**363.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[BenjaminJ's solution](#)

**364.**

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[BenjaminJ's solution](#)

**365.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[BenjaminJ's solution](#)

**366.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**367.**

1830A

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

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BenjaminJ's solution](#)

**368.**

1887A1

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

Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[BenjaminJ's solution](#)

**369.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[BenjaminJ's solution](#)

**370.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 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

[BenjaminJ's solution](#)

**371.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[BenjaminJ's solution](#)

**372.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BenjaminJ's solution](#)

**373.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[BenjaminJ's solution](#)

**374.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**375.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[BenjaminJ's solution](#)

**376.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[BenjaminJ's solution](#)

**377.**

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BenjaminJ's solution](#)

**378.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**379.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**380.**

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BenjaminJ's solution](#)

**381.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[BenjaminJ's solution](#)

**382.**

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BenjaminJ's solution](#)

**383.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[BenjaminJ's solution](#)

**384.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[BenjaminJ's solution](#)

**385.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[BenjaminJ's solution](#)

**386.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BenjaminJ's solution](#)

**387.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[BenjaminJ's solution](#)

**388.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,477 global accepts · Rating: 1400 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**389.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[BenjaminJ's solution](#)

**390.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[BenjaminJ's solution](#)

**391.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[BenjaminJ's solution](#)

**392.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[BenjaminJ's solution](#)

**393.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BenjaminJ's solution](#)

**394.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BenjaminJ's solution](#)

**395.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**396.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[BenjaminJ's solution](#)

**397.**

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[BenjaminJ's solution](#)

**398.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[BenjaminJ's solution](#)

**399.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[BenjaminJ's solution](#)

**400.**

2038L

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

Quality: 7,984 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[BenjaminJ's solution](#)

**401.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BenjaminJ's solution](#)

**402.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[BenjaminJ's solution](#)

**403.**

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[BenjaminJ's solution](#)

**404.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[BenjaminJ's solution](#)

**405.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[BenjaminJ's solution](#)

**406.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[BenjaminJ's solution](#)

**407.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BenjaminJ's solution](#)

**408.**

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[BenjaminJ's solution](#)

**409.**

2020C

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

Quality: 18,294 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[BenjaminJ's solution](#)

**410.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[BenjaminJ's solution](#)

**411.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[BenjaminJ's solution](#)

**412.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[BenjaminJ's solution](#)

**413.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BenjaminJ's solution](#)

**414.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[BenjaminJ's solution](#)

**415.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[BenjaminJ's solution](#)

**416.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BenjaminJ's solution](#)

**417.**

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math

[BenjaminJ's solution](#)

**418.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[BenjaminJ's solution](#)

**419.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[BenjaminJ's solution](#)

**420.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**421.**

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[BenjaminJ's solution](#)

**422.**

2109C1

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

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[BenjaminJ's solution](#)

**423.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BenjaminJ's solution](#)

**424.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**425.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[BenjaminJ's solution](#)

**426.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[BenjaminJ's solution](#)

**427.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[BenjaminJ's solution](#)

**428.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[BenjaminJ's solution](#)

**429.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[BenjaminJ's solution](#)

**430.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1500 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BenjaminJ's solution](#)

**431.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BenjaminJ's solution](#)

**432.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[BenjaminJ's solution](#)

**433.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**434.**

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[BenjaminJ's solution](#)

**435.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[BenjaminJ's solution](#)

**436.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BenjaminJ's solution](#)

**437.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BenjaminJ's solution](#)

**438.**

2008E

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

Quality: 13,218 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[BenjaminJ's solution](#)

**439.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,438 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[BenjaminJ's solution](#)

**440.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,800 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[BenjaminJ's solution](#)

**441.**

2196B

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

Quality: 8,575 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[BenjaminJ's solution](#)

**442.**

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[BenjaminJ's solution](#)

**443.**

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[BenjaminJ's solution](#)

**444.**

1782C

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

Rating: 1600 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[BenjaminJ's solution](#)

**445.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BenjaminJ's solution](#)

**446.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[BenjaminJ's solution](#)

**447.**

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[BenjaminJ's solution](#)

**448.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[BenjaminJ's solution](#)

**449.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[BenjaminJ's solution](#)

**450.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, math

[BenjaminJ's solution](#)

**451.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[BenjaminJ's solution](#)

**452.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,970 global accepts · Rating: 1600 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[BenjaminJ's solution](#)

**453.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BenjaminJ's solution](#)

**454.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**455.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, dp, greedy

[BenjaminJ's solution](#)

**456.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**457.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[BenjaminJ's solution](#)

**458.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**459.**

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[BenjaminJ's solution](#)

**460.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[BenjaminJ's solution](#)

**461.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BenjaminJ's solution](#)

**462.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BenjaminJ's solution](#)

**463.**

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BenjaminJ's solution](#)

**464.**

1957C

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**465.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[BenjaminJ's solution](#)

**466.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BenjaminJ's solution](#)

**467.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[BenjaminJ's solution](#)

**468.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[BenjaminJ's solution](#)

**469.**

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[BenjaminJ's solution](#)

**470.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[BenjaminJ's solution](#)

**471.**

2028C

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

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[BenjaminJ's solution](#)

**472.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**473.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,126 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[BenjaminJ's solution](#)

**474.**

2206J

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

Quality: 1,006 global accepts · Rating: 1700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BenjaminJ's solution](#)

**475.**

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BenjaminJ's solution](#)

**476.**

2201A2

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

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BenjaminJ's solution](#)

**477.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BenjaminJ's solution](#)

**478.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BenjaminJ's solution](#)

**479.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**480.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BenjaminJ's solution](#)

**481.**

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[BenjaminJ's solution](#)

**482.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[BenjaminJ's solution](#)

**483.**

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,129 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**484.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BenjaminJ's solution](#)

**485.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**486.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**487.**

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[BenjaminJ's solution](#)

**488.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BenjaminJ's solution](#)

**489.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BenjaminJ's solution](#)

**490.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[BenjaminJ's solution](#)

**491.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[BenjaminJ's solution](#)

**492.**

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[BenjaminJ's solution](#)

**493.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[BenjaminJ's solution](#)

**494.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[BenjaminJ's solution](#)

**495.**

2109C2

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

Quality: 8,637 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BenjaminJ's solution](#)

**496.**

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[BenjaminJ's solution](#)

**497.**

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[BenjaminJ's solution](#)

**498.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[BenjaminJ's solution](#)

**499.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[BenjaminJ's solution](#)

**500.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[BenjaminJ's solution](#)

**501.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1700 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[BenjaminJ's solution](#)

**502.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[BenjaminJ's solution](#)

**503.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BenjaminJ's solution](#)

**504.**

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[BenjaminJ's solution](#)

**505.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[BenjaminJ's solution](#)

**506.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[BenjaminJ's solution](#)

**507.**

2007D

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

Rating: 1700 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[BenjaminJ's solution](#)

**508.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[BenjaminJ's solution](#)

**509.**

2031D

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

Quality: 9,675 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**510.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[BenjaminJ's solution](#)

**511.**

1779D

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

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[BenjaminJ's solution](#)

**512.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[BenjaminJ's solution](#)

**513.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[BenjaminJ's solution](#)

**514.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BenjaminJ's solution](#)

**515.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[BenjaminJ's solution](#)

**516.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BenjaminJ's solution](#)

**517.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[BenjaminJ's solution](#)

**518.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[BenjaminJ's solution](#)

**519.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BenjaminJ's solution](#)

**520.**

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BenjaminJ's solution](#)

**521.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[BenjaminJ's solution](#)

**522.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[BenjaminJ's solution](#)

**523.**

2196C1

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

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[BenjaminJ's solution](#)

**524.**

2187B

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

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BenjaminJ's solution](#)

**525.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**526.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[BenjaminJ's solution](#)

**527.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[BenjaminJ's solution](#)

**528.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[BenjaminJ's solution](#)

**529.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,135 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BenjaminJ's solution](#)

**530.**

1782D

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

Rating: 1800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[BenjaminJ's solution](#)

**531.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[BenjaminJ's solution](#)

**532.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[BenjaminJ's solution](#)

**533.**

1109B

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

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, strings

[BenjaminJ's solution](#)

**534.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[BenjaminJ's solution](#)

**535.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, graphs, trees

[BenjaminJ's solution](#)

**536.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[BenjaminJ's solution](#)

**537.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[BenjaminJ's solution](#)

**538.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[BenjaminJ's solution](#)

**539.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[BenjaminJ's solution](#)

**540.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[BenjaminJ's solution](#)

**541.**

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[BenjaminJ's solution](#)

**542.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BenjaminJ's solution](#)

**543.**

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[BenjaminJ's solution](#)

**544.**

1981C

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

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[BenjaminJ's solution](#)

**545.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy,

implementation

[BenjaminJ's solution](#)

**546.**

2007E

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

Rating: 1800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[BenjaminJ's solution](#)

**547.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,408 global accepts · Rating: 1800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BenjaminJ's solution](#)

**548.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[BenjaminJ's solution](#)

**549.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[BenjaminJ's solution](#)

**550.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[BenjaminJ's solution](#)

**551.**

1853D

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

Rating: 1800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BenjaminJ's solution](#)

**552.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[BenjaminJ's solution](#)

**553.**

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BenjaminJ's solution](#)

**554.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[BenjaminJ's solution](#)

**555.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, greedy, implementation, math

[BenjaminJ's solution](#)

**556.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[BenjaminJ's solution](#)

**557.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[BenjaminJ's solution](#)

**558.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[BenjaminJ's solution](#)

**559.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[BenjaminJ's solution](#)

**560.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[BenjaminJ's solution](#)

**561.**

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[BenjaminJ's solution](#)

**562.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[BenjaminJ's solution](#)

**563.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[BenjaminJ's solution](#)

**564.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,966 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**565.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[BenjaminJ's solution](#)

**566.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[BenjaminJ's solution](#)

**567.**

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**568.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[BenjaminJ's solution](#)

**569.**

1887A2

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

Rating: 1900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[BenjaminJ's solution](#)

**570.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[BenjaminJ's solution](#)

**571.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[BenjaminJ's solution](#)

**572.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[BenjaminJ's solution](#)

**573.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[BenjaminJ's solution](#)

**574.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[BenjaminJ's solution](#)

**575.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**576.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[BenjaminJ's solution](#)

**577.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**578.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BenjaminJ's solution](#)

**579.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[BenjaminJ's solution](#)

**580.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BenjaminJ's solution](#)

**581.**

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**582.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[BenjaminJ's solution](#)

**583.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BenjaminJ's solution](#)

**584.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[BenjaminJ's solution](#)

**585.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**586.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[BenjaminJ's solution](#)

**587.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[BenjaminJ's solution](#)

**588.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[BenjaminJ's solution](#)

**589.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[BenjaminJ's solution](#)

**590.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[BenjaminJ's solution](#)

**591.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[BenjaminJ's solution](#)

**592.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[BenjaminJ's solution](#)

**593.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[BenjaminJ's solution](#)

**594.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[BenjaminJ's solution](#)

**595.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, implementation

[BenjaminJ's solution](#)

**596.**

2001D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[BenjaminJ's solution](#)

**597.**

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[BenjaminJ's solution](#)

**598.**

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[BenjaminJ's solution](#)

**599.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[BenjaminJ's solution](#)

**600.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[BenjaminJ's solution](#)

**601.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[BenjaminJ's solution](#)

**602.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[BenjaminJ's solution](#)

**603.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[BenjaminJ's solution](#)

**604.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**605.**

2038G

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

Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[BenjaminJ's solution](#)

**606.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[BenjaminJ's solution](#)

**607.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[BenjaminJ's solution](#)

**608.**

2021C2

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

Quality: 4,510 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[BenjaminJ's solution](#)

**609.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[BenjaminJ's solution](#)

**610.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[BenjaminJ's solution](#)

**611.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[BenjaminJ's solution](#)

**612.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,409 global accepts · Rating: 1900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[BenjaminJ's solution](#)

**613.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[BenjaminJ's solution](#)

**614.**

2196C2

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

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[BenjaminJ's solution](#)

**615.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[BenjaminJ's solution](#)

**616.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[BenjaminJ's solution](#)

**617.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BenjaminJ's solution](#)

**618.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[BenjaminJ's solution](#)

**619.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BenjaminJ's solution](#)

**620.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings

[BenjaminJ's solution](#)

**621.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BenjaminJ's solution](#)

**622.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[BenjaminJ's solution](#)

**623.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**624.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[BenjaminJ's solution](#)

**625.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BenjaminJ's solution](#)

**626.**

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[BenjaminJ's solution](#)

**627.**

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BenjaminJ's solution](#)

**628.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[BenjaminJ's solution](#)

**629.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[BenjaminJ's solution](#)

**630.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[BenjaminJ's solution](#)

**631.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**632.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[BenjaminJ's solution](#)

**633.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[BenjaminJ's solution](#)

**634.**

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BenjaminJ's solution](#)

**635.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BenjaminJ's solution](#)

**636.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[BenjaminJ's solution](#)

**637.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**638.**

1984D

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

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[BenjaminJ's solution](#)

**639.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[BenjaminJ's solution](#)

**640.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[BenjaminJ's solution](#)

**641.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[BenjaminJ's solution](#)

**642.**

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[BenjaminJ's solution](#)

**643.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BenjaminJ's solution](#)

**644.**

1978E

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

Quality: 4,604 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BenjaminJ's solution](#)

**645.**

1828D1

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

Rating: 2000 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy  
[BenjaminJ's solution](#)

**646.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[BenjaminJ's solution](#)

**647.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[BenjaminJ's solution](#)

**648.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search  
[BenjaminJ's solution](#)

**649.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[BenjaminJ's solution](#)

**650.**

1944D

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

Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings  
[BenjaminJ's solution](#)

**651.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[BenjaminJ's solution](#)

**652.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[BenjaminJ's solution](#)

**653.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[BenjaminJ's solution](#)

**654.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings  
[BenjaminJ's solution](#)

**655.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[BenjaminJ's solution](#)

**656.**

2183E

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

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[BenjaminJ's solution](#)

**657.**

2183D2

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

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[BenjaminJ's solution](#)

**658.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers  
[BenjaminJ's solution](#)

**659.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[BenjaminJ's solution](#)

**660.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[BenjaminJ's solution](#)

**661.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp  
[BenjaminJ's solution](#)

**662.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[BenjaminJ's solution](#)

**663.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[BenjaminJ's solution](#)

**664.**

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[BenjaminJ's solution](#)

**665.**

2163D1

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

Quality: 2,728 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[BenjaminJ's solution](#)

**666.**

1637E

[Best Pair · Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[BenjaminJ's solution](#)

**667.**

1810E

[Monsters · Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[BenjaminJ's solution](#)

**668.**

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

[BenjaminJ's solution](#)

**669.**

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[BenjaminJ's solution](#)

**670.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**671.**

1864E

[Guess Game · Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[BenjaminJ's solution](#)

**672.**

1863E

[Speedrun · Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[BenjaminJ's solution](#)

**673.**

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[BenjaminJ's solution](#)

**674.**

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[BenjaminJ's solution](#)

**675.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[BenjaminJ's solution](#)

**676.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[BenjaminJ's solution](#)

**677.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**678.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[BenjaminJ's solution](#)

**679.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[BenjaminJ's solution](#)

**680.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[BenjaminJ's solution](#)

**681.**

2061F1

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

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

[BenjaminJ's solution](#)

**682.**

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[BenjaminJ's solution](#)

**683.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[BenjaminJ's solution](#)

**684.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

greedy, implementation, math, sortings, trees

[BenjaminJ's solution](#)

**685.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[BenjaminJ's solution](#)

**686.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BenjaminJ's solution](#)

**687.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[BenjaminJ's solution](#)

**688.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**689.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BenjaminJ's solution](#)

**690.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[BenjaminJ's solution](#)

**691.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[BenjaminJ's solution](#)

**692.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[BenjaminJ's solution](#)

**693.**

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[BenjaminJ's solution](#)

**694.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[BenjaminJ's solution](#)

**695.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[BenjaminJ's solution](#)

**696.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[BenjaminJ's solution](#)

**697.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[BenjaminJ's solution](#)

**698.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[BenjaminJ's solution](#)

**699.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[BenjaminJ's solution](#)

**700.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BenjaminJ's solution](#)

**701.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[BenjaminJ's solution](#)

**702.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[BenjaminJ's solution](#)

**703.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[BenjaminJ's solution](#)

**704.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp  
[BenjaminJ's solution](#)

**705.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**706.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[BenjaminJ's solution](#)

**707.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees  
[BenjaminJ's solution](#)

**708.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**709.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees  
[BenjaminJ's solution](#)

**710.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[BenjaminJ's solution](#)

**711.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[BenjaminJ's solution](#)

**712.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[BenjaminJ's solution](#)

**713.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[BenjaminJ's solution](#)

**714.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BenjaminJ's solution](#)

**715.**

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[BenjaminJ's solution](#)

**716.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[BenjaminJ's solution](#)

**717.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[BenjaminJ's solution](#)

**718.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[BenjaminJ's solution](#)

**719.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BenjaminJ's solution](#)

**720.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[BenjaminJ's solution](#)

**721.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[BenjaminJ's solution](#)

**722.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[BenjaminJ's solution](#)

**723.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

combinatorics, data structures, math, number theory

[BenjaminJ's solution](#)

**724.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**725.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[BenjaminJ's solution](#)

**726.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[BenjaminJ's solution](#)

**727.**

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[BenjaminJ's solution](#)

**728.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[BenjaminJ's solution](#)

**729.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**730.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BenjaminJ's solution](#)

**731.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[BenjaminJ's solution](#)

**732.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[BenjaminJ's solution](#)

**733.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[BenjaminJ's solution](#)

**734.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[BenjaminJ's solution](#)

**735.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[BenjaminJ's solution](#)

**736.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BenjaminJ's solution](#)

**737.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[BenjaminJ's solution](#)

**738.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[BenjaminJ's solution](#)

**739.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[BenjaminJ's solution](#)

**740.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[BenjaminJ's solution](#)

**741.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[BenjaminJ's solution](#)

**742.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[BenjaminJ's solution](#)

**743.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy  
[BenjaminJ's solution](#)

**744.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices  
[BenjaminJ's solution](#)

**745.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities  
[BenjaminJ's solution](#)

**746.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**747.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy  
[BenjaminJ's solution](#)

**748.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**749.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[BenjaminJ's solution](#)

**750.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees  
[BenjaminJ's solution](#)

**751.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[BenjaminJ's solution](#)

**752.**

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[BenjaminJ's solution](#)

**753.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BenjaminJ's solution](#)

**754.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BenjaminJ's solution](#)

**755.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[BenjaminJ's solution](#)

**756.**

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[BenjaminJ's solution](#)

**757.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[BenjaminJ's solution](#)

**758.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing

[BenjaminJ's solution](#)

**759.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[BenjaminJ's solution](#)

**760.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BenjaminJ's solution](#)

**761.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[BenjaminJ's solution](#)

**762.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[BenjaminJ's solution](#)

**763.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[BenjaminJ's solution](#)

**764.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[BenjaminJ's solution](#)

**765.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[BenjaminJ's solution](#)

**766.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[BenjaminJ's solution](#)

**767.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**768.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[BenjaminJ's solution](#)

**769.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[BenjaminJ's solution](#)

**770.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**771.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[BenjaminJ's solution](#)

**772.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[BenjaminJ's solution](#)

**773.**

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[BenjaminJ's solution](#)

**774.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[BenjaminJ's solution](#)

**775.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[BenjaminJ's solution](#)

**776.**

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BenjaminJ's solution](#)

**777.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[BenjaminJ's solution](#)

**778.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[BenjaminJ's solution](#)

**779.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[BenjaminJ's solution](#)

**780.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BenjaminJ's solution](#)

**781.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**782.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[BenjaminJ's solution](#)

**783.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[BenjaminJ's solution](#)

**784.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BenjaminJ's solution](#)

**785.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[BenjaminJ's solution](#)

**786.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[BenjaminJ's solution](#)

**787.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[BenjaminJ's solution](#)

**788.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[BenjaminJ's solution](#)

**789.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[BenjaminJ's solution](#)

**790.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[BenjaminJ's solution](#)

**791.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BenjaminJ's solution](#)

**792.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[BenjaminJ's solution](#)

**793.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[BenjaminJ's solution](#)

**794.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[BenjaminJ's solution](#)

**795.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[BenjaminJ's solution](#)

**796.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**797.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[BenjaminJ's solution](#)

**798.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BenjaminJ's solution](#)

**799.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**800.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**801.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[BenjaminJ's solution](#)

**802.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[BenjaminJ's solution](#)

**803.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BenjaminJ's solution](#)

**804.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[BenjaminJ's solution](#)

**805.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**806.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**807.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[BenjaminJ's solution](#)

**808.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[BenjaminJ's solution](#)

**809.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[BenjaminJ's solution](#)

**810.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[BenjaminJ's solution](#)

**811.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[BenjaminJ's solution](#)

**812.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[BenjaminJ's solution](#)

**813.**

2001E1

[Deterministic Heap \(Easy Version\) · Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[BenjaminJ's solution](#)

**814.**

2023C

[C+K+S · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[BenjaminJ's solution](#)

**815.**

1993F1

[Dyn-scripted Robot \(Easy Version\) · Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[BenjaminJ's solution](#)

**816.**

1978F

[Large Graph · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[BenjaminJ's solution](#)

**817.**

1979E

[Manhattan Triangle · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[BenjaminJ's solution](#)

**818.**

1935E

[Distance Learning Courses in MAC · Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[BenjaminJ's solution](#)

**819.**

1820E

[The Fox and the Complete Tree Traversal · Tutorial](#)

Rating: 2400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, trees

[BenjaminJ's solution](#)

**820.**

1089K

[King Kog's Reception · Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BenjaminJ's solution](#)

**821.**

1828D2

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

Rating: 2400 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[BenjaminJ's solution](#)

**822.**

2032E

[Balanced · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BenjaminJ's solution](#)

**823.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[BenjaminJ's solution](#)

**824.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BenjaminJ's solution](#)

**825.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[BenjaminJ's solution](#)

**826.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[BenjaminJ's solution](#)

**827.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[BenjaminJ's solution](#)

**828.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[BenjaminJ's solution](#)

**829.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[BenjaminJ's solution](#)

**830.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[BenjaminJ's solution](#)

**831.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[BenjaminJ's solution](#)

**832.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[BenjaminJ's solution](#)

**833.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[BenjaminJ's solution](#)

**834.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[BenjaminJ's solution](#)

**835.**

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[BenjaminJ's solution](#)

**836.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[BenjaminJ's solution](#)

**837.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[BenjaminJ's solution](#)

**838.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BenjaminJ's solution](#)

**839.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[BenjaminJ's solution](#)

**840.**

2163D2

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

Quality: 1,499 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[BenjaminJ's solution](#)

**841.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[BenjaminJ's solution](#)

**842.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BenjaminJ's solution](#)

**843.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[BenjaminJ's solution](#)

**844.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[BenjaminJ's solution](#)

**845.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BenjaminJ's solution](#)

**846.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[BenjaminJ's solution](#)

**847.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[BenjaminJ's solution](#)

**848.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, interactive

[BenjaminJ's solution](#)

**849.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[BenjaminJ's solution](#)

**850.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[BenjaminJ's solution](#)

**851.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[BenjaminJ's solution](#)

**852.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**853.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[BenjaminJ's solution](#)

**854.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BenjaminJ's solution](#)

**855.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[BenjaminJ's solution](#)

**856.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**857.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[BenjaminJ's solution](#)

**858.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[BenjaminJ's solution](#)

**859.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[BenjaminJ's solution](#)

**860.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[BenjaminJ's solution](#)

**861.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[BenjaminJ's solution](#)

**862.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and

similar, dp

[BenjaminJ's solution](#)

**863.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[BenjaminJ's solution](#)

**864.**

2038F

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

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[BenjaminJ's solution](#)

**865.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[BenjaminJ's solution](#)

**866.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[BenjaminJ's solution](#)

**867.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[BenjaminJ's solution](#)

**868.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[BenjaminJ's solution](#)

**869.**

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[BenjaminJ's solution](#)

**870.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[BenjaminJ's solution](#)

**871.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[BenjaminJ's solution](#)

**872.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[BenjaminJ's solution](#)

**873.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[BenjaminJ's solution](#)

**874.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**875.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BenjaminJ's solution](#)

**876.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[BenjaminJ's solution](#)

**877.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[BenjaminJ's solution](#)

**878.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BenjaminJ's solution](#)

**879.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[BenjaminJ's solution](#)

**880.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[BenjaminJ's solution](#)

**881.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[BenjaminJ's solution](#)

**882.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[BenjaminJ's solution](#)

**883.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BenjaminJ's solution](#)

**884.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**885.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[BenjaminJ's solution](#)

**886.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[BenjaminJ's solution](#)

**887.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[BenjaminJ's solution](#)

**888.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[BenjaminJ's solution](#)

**889.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[BenjaminJ's solution](#)

**890.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BenjaminJ's solution](#)

**891.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[BenjaminJ's solution](#)

**892.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[BenjaminJ's solution](#)

**893.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[BenjaminJ's solution](#)

**894.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[BenjaminJ's solution](#)

**895.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[BenjaminJ's solution](#)

**896.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BenjaminJ's solution](#)

**897.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[BenjaminJ's solution](#)

**898.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[BenjaminJ's solution](#)

**899.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2025-01-09 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[BenjaminJ's solution](#)

**900.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[BenjaminJ's solution](#)

**901.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[BenjaminJ's solution](#)

**902.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[BenjaminJ's solution](#)

**903.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[BenjaminJ's solution](#)

**904.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[BenjaminJ's solution](#)

**905.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[BenjaminJ's solution](#)

**906.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[BenjaminJ's solution](#)

**907.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BenjaminJ's solution](#)

**908.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BenjaminJ's solution](#)

**909.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[BenjaminJ's solution](#)

**910.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[BenjaminJ's solution](#)

**911.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[BenjaminJ's solution](#)

**912.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[BenjaminJ's solution](#)

**913.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[BenjaminJ's solution](#)

**914.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[BenjaminJ's solution](#)

**915.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BenjaminJ's solution](#)

**916.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[BenjaminJ's solution](#)

**917.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**918.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[BenjaminJ's solution](#)

**919.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[BenjaminJ's solution](#)

**920.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[BenjaminJ's solution](#)

**921.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[BenjaminJ's solution](#)

**922.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[BenjaminJ's solution](#)

**923.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[BenjaminJ's solution](#)

**924.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees  
[BenjaminJ's solution](#)

**925.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation  
[BenjaminJ's solution](#)

**926.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[BenjaminJ's solution](#)

**927.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers  
[BenjaminJ's solution](#)

**928.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[BenjaminJ's solution](#)

**929.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities  
[BenjaminJ's solution](#)

**930.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities  
[BenjaminJ's solution](#)

**931.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees  
[BenjaminJ's solution](#)

**932.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math  
[BenjaminJ's solution](#)

**933.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...  
[BenjaminJ's solution](#)

**934.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[BenjaminJ's solution](#)

**935.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[BenjaminJ's solution](#)

**936.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees  
[BenjaminJ's solution](#)

**937.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation  
[BenjaminJ's solution](#)

**938.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy  
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**939.**

2127F

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2124F2

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**941.**

1863G

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**942.**

2097D

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**943.**

1098D

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**944.**

1592F2

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**945.**

1874D

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**946.**

1879F

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**947.**

2069F

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**948.**

2068E

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**949.**

1938I

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**950.**

1949K

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**951.**

1773G

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**952.**

1967D

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**953.**

1919F2

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**954.**

1990F

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**955.**

2003F

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**956.**

1746F

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**957.**

2034F2

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**958.**

2055E

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Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

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**959.**

1993F2

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[BenjaminJ's solution](#)

**960.**

2038M

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**961.**

2002F2

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[BenjaminJ's solution](#)

**962.**

1942G

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Quality: 737 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BenjaminJ's solution](#)

**963.**

2048G

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**964.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**965.**

2211G

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[BenjaminJ's solution](#)

**966.**

2206I

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**967.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

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**968.**

2196E1

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Quality: 282 global accepts · Rating: 2900 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

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**969.**

1450H1

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

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**970.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

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**971.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

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[BenjaminJ's solution](#)

**972.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

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**973.**

1738G

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Quality: 556 global accepts · Rating: 2900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BenjaminJ's solution](#)

**974.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

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**975.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft

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**976.**

1487F

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Quality: 503 global accepts · Rating: 2900 · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, shortest paths

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**977.**

2084F

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Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

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**978.**

2073K

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**979.**

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**980.**

2062F

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Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

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**981.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

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**982.**

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
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**983.**

2196E2

[Fuzzy Concatenation \(Hard version\) · Tutorial](#)

Quality: 198 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures  
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**984.**

2158F2

[Distinct GCDs \(Hard Version\) · Tutorial](#)

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**985.**

1552G

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**986.**

1868D

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Quality: 375 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees  
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**987.**

1667E

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**988.**

1889D

[Game of Stacks · Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
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**989.**

1610F

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Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
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**990.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\) · Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
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**991.**

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**992.**

2161F

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2068K

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1938B

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**995.**

2045F

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**996.**

2062E2

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**998.**

2038H

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**999.**

2187F1

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**1000.**

2046D

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**1001.**

1610I

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**1002.**

1329D

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[BenjaminJ's solution](#)**1003.**

2147G

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1949H

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[BenjaminJ's solution](#)**1005.**

2118F

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2101E

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2089C2

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[BenjaminJ's solution](#)**1008.**

2068D

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[BenjaminJ's solution](#)**1009.**

2073I

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1912F

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[BenjaminJ's solution](#)**1011.**

1666G

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**1012.**

1951G

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[BenjaminJ's solution](#)**1013.**

2183G

[Snake Instructions](#) · [Tutorial](#)

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[BenjaminJ's solution](#)**1014.**

2190E

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Quality: 235 global accepts · Rating: 3200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[BenjaminJ's solution](#)**1015.**

2157H

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Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[BenjaminJ's solution](#)**1016.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[BenjaminJ's solution](#)**1017.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[BenjaminJ's solution](#)**1018.**

2096G

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

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[BenjaminJ's solution](#)**1019.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[BenjaminJ's solution](#)**1020.**

2190F

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Quality: 92 global accepts · Rating: 3300 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[BenjaminJ's solution](#)**1021.**

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs

[BenjaminJ's solution](#)

**1022.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
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**1023.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

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**1024.**

1552H

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

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[BenjaminJ's solution](#)

**1025.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees  
[BenjaminJ's solution](#)

**1026.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[BenjaminJ's solution](#)

**1027.**

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[BenjaminJ's solution](#)

**1028.**

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**1029.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[BenjaminJ's solution](#)

**1030.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[BenjaminJ's solution](#)

**1031.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[BenjaminJ's solution](#)

**1032.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[BenjaminJ's solution](#)**1033.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BenjaminJ's solution](#)**1034.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[BenjaminJ's solution](#)**1035.**

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[BenjaminJ's solution](#)**1036.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[BenjaminJ's solution](#)**1037.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[BenjaminJ's solution](#)**1038.**

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)**1039.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[BenjaminJ's solution](#)**1040.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)**1041.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1042.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1043.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1044.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1045.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1046.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1047.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1048.**

105837C

[Busy Beaver's Colorful Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1049.**

105837B

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1050.**

105837A

[Balls and Bins](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1051.**

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1052.**

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1053.**

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1054.**

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1055.**

105822A

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

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1056.**

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1057.**

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1058.**

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1059.**

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · last AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1060.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1061.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1062.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1063.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1064.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1065.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1066.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1067.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1068.**

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1069.**

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1070.**

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1071.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1072.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1073.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1074.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1075.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1076.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1077.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1078.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1079.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1080.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1081.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1082.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1083.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1084.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1085.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1086.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1087.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1088.**

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1089.**

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1090.**

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1091.**

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1092.**

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1093.**

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1094.**

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1095.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1096.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1097.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1098.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · last AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1099.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1100.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1101.**

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1102.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1103.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1104.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1105.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1106.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1107.**

104633E

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

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1108.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1109.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1110.**

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1111.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1112.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1113.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1114.**

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1115.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1116.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1117.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1118.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1119.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1120.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1121.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1122.**

102511B

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

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1123.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1124.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1125.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1126.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1127.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1128.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1129.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1130.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1131.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1132.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1133.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1134.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1135.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1136.**

105053H

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1137.**

105869I

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

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1138.**

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1139.**

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1140.**

104373H

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

Rating: — · first AC: 2025-05-24 · last AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1141.**

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1142.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1143.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1144.**

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1145.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1146.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1147.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1148.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1149.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1150.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1151.**

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1152.**

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1153.**

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1154.**

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1155.**

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1156.**

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1157.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1158.**

2095F

[!S Cæb 0B \\$a b1CVø](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, math

[BenjaminJ's solution](#)

**1159.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: \*special

[BenjaminJ's solution](#)

**1160.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[BenjaminJ's solution](#)

**1161.**

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[BenjaminJ's solution](#)

**1162.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[BenjaminJ's solution](#)

**1163.**

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[BenjaminJ's solution](#)

**1164.**

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[BenjaminJ's solution](#)

**1165.**

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[BenjaminJ's solution](#)

**1166.**

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[BenjaminJ's solution](#)

**1167.**

105712C

[End-Balanced Subarrays · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1168.**

105712N

[String Split · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1169.**

105712A

[Anti-Closed Subsequences · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1170.**

104772B

[Based Zeros · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1171.**

104772C

[Colorful Village · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1172.**

104772F

[First Solved, Last Coded · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1173.**

104772I

[Intersegment Activation · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1174.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1175.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1176.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1177.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1178.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1179.**

104772D

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1180.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1181.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1182.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1183.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1184.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1185.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1186.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1187.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1188.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1189.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1190.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1191.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1192.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1193.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1194.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1195.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1196.**

105789I

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1197.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1198.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1199.**

104871I

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

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1200.**

104871G

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

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1201.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1202.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1203.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1204.**

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1205.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1206.**

104234H

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

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1207.**

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1208.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1209.**

101471A

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

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1210.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1211.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1212.**

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1213.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1214.**

105053F

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

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1215.**

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1216.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1217.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1218.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1219.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1220.**

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1221.**

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1222.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1223.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1224.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1225.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1226.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1227.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1228.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1229.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1230.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1231.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1232.**

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1233.**

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1234.**

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1235.**

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1236.**

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1237.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1238.**

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1239.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1240.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1241.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1242.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1243.**

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1244.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1245.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1246.**

105465B

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

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1247.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)

**1248.**

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BenjaminJ's solution](#)