

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — Bluocaroot

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

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

Filters: none

Count: 2,227

- 1.**  
2211A  
[Antimedian Deletion](#) · [Tutorial](#)  
Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[Bluocaroot's solution](#)
- 2.**  
1516A  
[Tit for Tat](#) · [Tutorial](#)  
Quality: 24,656 global accepts · Rating: 800 · first AC: 2025-12-08 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Bluocaroot's solution](#)
- 3.**  
1474A  
[Puzzle From the Future](#) · [Tutorial](#)  
Quality: 23,359 global accepts · Rating: 800 · first AC: 2025-12-08 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Bluocaroot's solution](#)
- 4.**  
2189A  
[Table with Numbers](#) · [Tutorial](#)  
Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Bluocaroot's solution](#)
- 5.**  
2185A  
[Perfect Root](#) · [Tutorial](#)  
Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[Bluocaroot's solution](#)
- 6.**  
2185B  
[Prefix Max](#) · [Tutorial](#)  
Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Bluocaroot's solution](#)
- 7.**  
2183A  
[Binary Array Game](#) · [Tutorial](#)  
Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[Bluocaroot's solution](#)
- 8.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Bluocaroot's solution](#)
- 9.**  
2179B  
[Blackslex and Showering](#) · [Tutorial](#)  
Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[Bluocaroot's solution](#)
- 10.**  
2179A  
[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[BluoCaroot's solution](#)

**11.**

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**12.**

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**13.**

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[BluoCaroot's solution](#)

**14.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[BluoCaroot's solution](#)

**15.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[BluoCaroot's solution](#)

**16.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[BluoCaroot's solution](#)

**17.**

2164A

[Sequence Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**18.**

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[BluoCaroot's solution](#)

**19.**

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**20.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[BluoCaroot's solution](#)

**21.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,492 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[BluoCaroot's solution](#)

**22.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,837 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[BluoCaroot's solution](#)

**23.**

2167C

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

Quality: 36,067 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BluoCaroot's solution](#)

**24.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[BluoCaroot's solution](#)

**25.**

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**26.**

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**27.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**28.**

2152A

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

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

[BluoCaroot's solution](#)

**29.**

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2025-02-25 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**30.**

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[BluoCaroot's solution](#)

**31.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, math, number theory

[BluoCaroot's solution](#)

**32.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[BluoCaroot's solution](#)

**33.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[BluoCaroot's solution](#)

**34.**

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[BluoCaroot's solution](#)

**35.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**36.**

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**37.**

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**38.**

2137A

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

Quality: 35,321 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**39.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**40.**

2134A

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

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**41.**

2133B

[Villagers](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**42.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[BluoCaroot's solution](#)

**43.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**44.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**45.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,841 global accepts · Rating: 800 · first AC: 2023-04-13 · last AC: 2025-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[BluoCaroot's solution](#)

**46.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**47.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[BluoCaroot's solution](#)

**48.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**49.**

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**50.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**51.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[BluoCaroot's solution](#)

**52.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**53.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[BluoCaroot's solution](#)

**54.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings  
[BluoCaroot's solution](#)

**55.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[BluoCaroot's solution](#)

**56.**

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[BluoCaroot's solution](#)

**57.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**58.**

2107A

[LRC and VIP](#) · [Tutorial](#)

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

**59.**

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math  
[BluoCaroot's solution](#)

**60.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**61.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[BluoCaroot's solution](#)

**62.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2025-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**63.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**64.**

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**65.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-06-03 · last AC: 2025-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**66.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,482 global accepts · Rating: 800 · first AC: 2023-08-23 · last AC: 2025-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**67.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**68.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,031 global accepts · Rating: 800 · first AC: 2025-04-13 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**69.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2023-03-25 · last AC: 2025-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**70.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**71.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2025-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**72.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,304 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**73.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms

[BluoCaroot's solution](#)

**74.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**75.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**76.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**77.**

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[BluoCaroot's solution](#)

**78.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[BluoCaroot's solution](#)

**79.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,027 global accepts · Rating: 800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**80.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**81.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**82.**

1786A2

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

Quality: 12,220 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**83.**

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

**84.**

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,102 global accepts · Rating: 800 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[BluoCaroot's solution](#)

**85.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**86.**

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[BluoCaroot's solution](#)

**87.**

977A

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

Quality: 217,537 global accepts · Rating: 800 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**88.**

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**89.**

2067A

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

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[BluoCaroot's solution](#)

**90.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[BluoCaroot's solution](#)

**91.**

2065B

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

Quality: 42,083 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**92.**

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, sortings

[BluoCaroot's solution](#)

**93.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,426 global accepts · Rating: 800 · first AC: 2023-02-28 · last AC: 2025-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[BluoCaroot's solution](#)

**94.**

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, sortings

[BluoCaroot's solution](#)

**95.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BluoCaroot's solution](#)

**96.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**97.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[BluoCaroot's solution](#)

**98.**

2057A

[MEX Table](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**99.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**100.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[BluoCaroot's solution](#)

**101.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,765 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[BluoCaroot's solution](#)

**102.**

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**103.**

2049A

[MEX Destruction](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**104.**

2047A

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

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

[BluoCaroot's solution](#)

**105.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**106.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[BluoCaroot's solution](#)

**107.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**108.**

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**109.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**110.**

2031A

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

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

[BluoCaroot's solution](#)

**111.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**112.**

2032A

[Circuit](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**113.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**114.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**115.**

2024A

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

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

[BluoCaroot's solution](#)

**116.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[BluoCaroot's solution](#)

**117.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BluoCaroot's solution](#)

**118.**

2025A

[Two Screens](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**119.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

**120.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[BluoCaroot's solution](#)

**121.**

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**122.**

2019A

[Max Plus Size](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**123.**

2014B

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

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

[BluoCaroot's solution](#)

**124.**

2014A

[Robin Helps](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**125.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[BluoCaroot's solution](#)

**126.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[BluoCaroot's solution](#)

**127.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[BluoCaroot's solution](#)

**128.**

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[BluoCaroot's solution](#)

**129.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[BluoCaroot's solution](#)

**130.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[BluoCaroot's solution](#)

**131.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[BluoCaroot's solution](#)

**132.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[BluoCaroot's solution](#)

**133.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[BluoCaroot's solution](#)

**134.**

2001B

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

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

**135.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**136.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**137.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[BluoCaroot's solution](#)

**138.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[BluoCaroot's solution](#)

**139.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**140.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**141.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**142.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**143.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**144.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[BluoCaroot's solution](#)

**145.**

1994A

[Diverse Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**146.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**147.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[BluoCaroot's solution](#)

**148.**

1983A

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

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

[BluoCaroot's solution](#)

**149.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[BluoCaroot's solution](#)

**150.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**151.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-06-14 · last AC: 2024-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**152.**

1989A

[Catch the Coin](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**153.**

1982A

[Soccer](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**154.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[BluoCaroot's solution](#)

**155.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[BluoCaroot's solution](#)

**156.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary

search

[BluCaroot's solution](#)

**157.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BluCaroot's solution](#)

**158.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BluCaroot's solution](#)

**159.**

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BluCaroot's solution](#)

**160.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BluCaroot's solution](#)

**161.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[BluCaroot's solution](#)

**162.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[BluCaroot's solution](#)

**163.**

1980A

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

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

[BluCaroot's solution](#)

**164.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[BluCaroot's solution](#)

**165.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[BluCaroot's solution](#)

**166.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[BluCaroot's solution](#)

**167.**

1975A

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

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

[BluoCaroot's solution](#)

**168.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[BluoCaroot's solution](#)

**169.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**170.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[BluoCaroot's solution](#)

**171.**

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**172.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**173.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[BluoCaroot's solution](#)

**174.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**175.**

1969A

[Two Friends](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**176.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[BluoCaroot's solution](#)

**177.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**178.**

1957A

[Stickogon](#) · [Tutorial](#)

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

**179.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**180.**

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**181.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[BluoCaroot's solution](#)

**182.**

1956A

[Nene's Game](#) · [Tutorial](#)

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

**183.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**184.**

1942A

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

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

**185.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,358 global accepts · Rating: 800 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**186.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**187.**

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[BluoCaroot's solution](#)

**188.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[BluoCaroot's solution](#)

**189.**

1941A

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

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

[BluoCaroot's solution](#)

**190.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[BluoCaroot's solution](#)

**191.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

**192.**

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[BluoCaroot's solution](#)

**193.**

110A

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

Quality: 199,537 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**194.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**195.**

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[BluoCaroot's solution](#)

**196.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**197.**

1923A

[Moving Chips](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**198.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**199.**

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**200.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[BluoCaroot's solution](#)

**201.**

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**202.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**203.**

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BluoCaroot's solution](#)

**204.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**205.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[BluoCaroot's solution](#)

**206.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[BluoCaroot's solution](#)

**207.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**208.**

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**209.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BluoCaroot's solution](#)

**210.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**211.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,371 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**212.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**213.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,698 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BluoCaroot's solution](#)

**214.**

1922A

[Tricky Template](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**215.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**216.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**217.**

1920A

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

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

[BluoCaroot's solution](#)

**218.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**219.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[BluoCaroot's solution](#)

**220.**

1916A

[2023](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**221.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[BluoCaroot's solution](#)

**222.**

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[BluoCaroot's solution](#)

**223.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[BluoCaroot's solution](#)

**224.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-27 · JavaScript (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**225.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**226.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**227.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**228.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**229.**

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**230.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**231.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**232.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**233.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**234.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**235.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**236.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BluoCaroot's solution](#)

**237.**

1899A

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

Quality: 92,817 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[BluoCaroot's solution](#)

**238.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

**239.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**240.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**241.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[BluoCaroot's solution](#)

**242.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**243.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

**244.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,487 global accepts · Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[BluoCaroot's solution](#)

**245.**

1881A

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

Quality: 59,376 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[BluoCaroot's solution](#)

**246.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**247.**

1878A

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

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**248.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**249.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**250.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[BluoCaroot's solution](#)

**251.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,036 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**252.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

**253.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,416 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**254.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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

**255.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[BluoCaroot's solution](#)

**256.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[BluoCaroot's solution](#)

**257.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[BluoCaroot's solution](#)

**258.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,380 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**259.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2023-03-01 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[BluoCaroot's solution](#)

**260.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BluoCaroot's solution](#)

**261.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[BluoCaroot's solution](#)

**262.**

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**263.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[BluoCaroot's solution](#)

**264.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**265.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[BluoCaroot's solution](#)

**266.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**267.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**268.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**269.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,442 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**270.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[BluoCaroot's solution](#)

**271.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**272.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**273.**

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**274.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[BluoCaroot's solution](#)

**275.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**276.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[BluoCaroot's solution](#)

**277.**

1851A

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

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

[BluoCaroot's solution](#)

**278.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

**279.**

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**280.**

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**281.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**282.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[BluoCaroot's solution](#)

**283.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[BluoCaroot's solution](#)

**284.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**285.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**286.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[BluoCaroot's solution](#)

**287.**

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[BluoCaroot's solution](#)

**288.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**289.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[BluoCaroot's solution](#)

**290.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[BluoCaroot's solution](#)

**291.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**292.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers  
[BluoCaroot's solution](#)

**293.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,675 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**294.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[BluoCaroot's solution](#)

**295.**

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[BluoCaroot's solution](#)

**296.**

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[BluoCaroot's solution](#)

**297.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**298.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**299.**

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[BluoCaroot's solution](#)

**300.**

1786A1

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

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**301.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**302.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[BluoCaroot's solution](#)

**303.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**304.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,566 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**305.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[BluoCaroot's solution](#)

**306.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**307.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**308.**

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**309.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**310.**

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[BluoCaroot's solution](#)

**311.**

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[BluoCaroot's solution](#)

**312.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**313.**

1837A

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

Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**314.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[BluoCaroot's solution](#)

**315.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,991 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**316.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,198 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**317.**

546A

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

Quality: 235,259 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[BluoCaroot's solution](#)

**318.**

266A

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

Quality: 244,624 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**319.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[BluoCaroot's solution](#)

**320.**

281A

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

Quality: 271,050 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[BluoCaroot's solution](#)

**321.**

112A

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

Quality: 287,312 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[BluoCaroot's solution](#)

**322.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,378 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**323.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**324.**

71A

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

Quality: 503,374 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[BluoCaroot's solution](#)

**325.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[BluoCaroot's solution](#)

**326.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[BluoCaroot's solution](#)

**327.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,955 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[BluoCaroot's solution](#)

**328.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[BluoCaroot's solution](#)

**329.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[BluoCaroot's solution](#)

**330.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[BluoCaroot's solution](#)

**331.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**332.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[BluoCaroot's solution](#)

**333.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[BluoCaroot's solution](#)

**334.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**335.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**336.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BluoCaroot's solution](#)

**337.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**338.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[BluoCaroot's solution](#)

**339.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**340.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**341.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BluoCaroot's solution](#)

**342.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

**343.**

1831A

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

Quality: 46,321 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**344.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**345.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**346.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**347.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[BluoCaroot's solution](#)

**348.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**349.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**350.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**351.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**352.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**353.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**354.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**355.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,575 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**356.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[BluoCaroot's solution](#)

**357.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**358.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**359.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[BluoCaroot's solution](#)

**360.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[BluoCaroot's solution](#)

**361.**

1791C

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

Quality: 74,211 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[BluoCaroot's solution](#)

**362.**

1791B

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

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[BluoCaroot's solution](#)

**363.**

1791A

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

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**364.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**365.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**366.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**367.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**368.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**369.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**370.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,675 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**371.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2023-03-01 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[BluoCaroot's solution](#)

**372.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**373.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**374.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**375.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**376.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,361 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**377.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**378.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**379.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**380.**

791A

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

Quality: 257,292 global accepts · Rating: 800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**381.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**382.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**383.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[BluoCaroot's solution](#)

**384.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,074 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**385.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**386.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[BluoCaroot's solution](#)

**387.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2023-02-23 · Clang++17 Diagnostics (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**388.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**389.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2025-12-08 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**390.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**391.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[BluoCaroot's solution](#)

**392.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2023-09-27 · last AC: 2025-12-11 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[BluoCaroot's solution](#)

**393.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**394.**

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-10 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**395.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**396.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**397.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · last AC: 2025-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BluoCaroot's solution](#)

**398.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**399.**

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BluoCaroot's solution](#)

**400.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BluoCaroot's solution](#)

**401.**

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**402.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**403.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**404.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[BluoCaroot's solution](#)

**405.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**406.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**407.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**408.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[BluoCaroot's solution](#)

**409.**

2072B

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

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

**410.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**411.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[BluoCaroot's solution](#)

**412.**

2047B

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

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

**413.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[BluoCaroot's solution](#)

**414.**

2031B

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

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

**415.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[BluoCaroot's solution](#)

**416.**

2026A

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

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

[BluoCaroot's solution](#)

**417.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BluoCaroot's solution](#)

**418.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[BluoCaroot's solution](#)

**419.**

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**420.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**421.**

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

**422.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[BluoCaroot's solution](#)

**423.**

1988B

[Make Majority](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**424.**

1988A

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

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

[BluoCaroot's solution](#)

**425.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**426.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**427.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[BluoCaroot's solution](#)

**428.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**429.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**430.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**431.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**432.**

1945B

[Fireworks](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**433.**

1941C

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

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

[BluoCaroot's solution](#)

**434.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[BluoCaroot's solution](#)

**435.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BluoCaroot's solution](#)

**436.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**437.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**438.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[BluoCaroot's solution](#)

**439.**

1915D

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

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

[BluoCaroot's solution](#)

**440.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**441.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BluoCaroot's solution](#)

**442.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,710 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BluoCaroot's solution](#)

**443.**

1881B

[Three Threadlets](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**444.**

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**445.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**446.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**447.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[BluoCaroot's solution](#)

**448.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[BluoCaroot's solution](#)

**449.**

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[BluoCaroot's solution](#)

**450.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math  
[BluoCaroot's solution](#)

**451.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[BluoCaroot's solution](#)

**452.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**453.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[BluoCaroot's solution](#)

**454.**

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[BluoCaroot's solution](#)

**455.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[BluoCaroot's solution](#)

**456.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[BluoCaroot's solution](#)

**457.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[BluoCaroot's solution](#)

**458.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,678 global accepts · Rating: 900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**459.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**460.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**461.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**462.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**463.**

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[BluoCaroot's solution](#)

**464.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**465.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-04 · Clang++20 Diagnostics (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**466.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2023-09-30 · last AC: 2026-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**467.**

2199A

[Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**468.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2025-07-21 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**469.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, strings

[BluoCaroot's solution](#)

**470.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2025-12-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**471.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2024-02-08 · last AC: 2025-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[BluoCaroot's solution](#)

**472.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**473.**

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[BluoCaroot's solution](#)

**474.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**475.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**476.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[BluoCaroot's solution](#)

**477.**

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**478.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, sortings

[BluoCaroot's solution](#)

**479.**

450A

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

Quality: 44,427 global accepts · Rating: 1000 · first AC: 2025-04-13 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**480.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[BluoCaroot's solution](#)

**481.**

2104B

[Move to the End](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**482.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**483.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**484.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2023-05-04 · last AC: 2025-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[BluoCaroot's solution](#)

**485.**

699A

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

Quality: 18,858 global accepts · Rating: 1000 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**486.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**487.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**488.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp,

implementation

[BluoCaroot's solution](#)

**489.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[BluoCaroot's solution](#)

**490.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**491.**

2057B

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

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

[BluoCaroot's solution](#)

**492.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

**493.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[BluoCaroot's solution](#)

**494.**

2039B

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

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

[BluoCaroot's solution](#)

**495.**

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**496.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[BluoCaroot's solution](#)

**497.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**498.**

2000C

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

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

[BluoCaroot's solution](#)

**499.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[BluoCaroot's solution](#)

**500.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[BluoCaroot's solution](#)

**501.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[BluoCaroot's solution](#)

**502.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[BluoCaroot's solution](#)

**503.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[BluoCaroot's solution](#)

**504.**

1986B

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

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

**505.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[BluoCaroot's solution](#)

**506.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[BluoCaroot's solution](#)

**507.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[BluoCaroot's solution](#)

**508.**

1975B

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

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

**509.**

1968C

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

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

[BluoCaroot's solution](#)

## 510.

1969B

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

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

[BluoCaroot's solution](#)

## 511.

1955B

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

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

[BluoCaroot's solution](#)

## 512.

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

## 513.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

## 514.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

## 515.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[BluoCaroot's solution](#)

## 516.

1930B

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

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

[BluoCaroot's solution](#)

## 517.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

## 518.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

## 519.

1916B

[Two Divisors](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**520.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[BluoCaroot's solution](#)

**521.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[BluoCaroot's solution](#)

**522.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings  
[BluoCaroot's solution](#)

**523.**

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[BluoCaroot's solution](#)

**524.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[BluoCaroot's solution](#)

**525.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[BluoCaroot's solution](#)

**526.**

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory  
[BluoCaroot's solution](#)

**527.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[BluoCaroot's solution](#)

**528.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[BluoCaroot's solution](#)

**529.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**530.**

1861B

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

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

**531.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2023-08-09 · last AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[BluoCaroot's solution](#)

**532.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

**533.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**534.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**535.**

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BluoCaroot's solution](#)

**536.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**537.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**538.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**539.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**540.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[BluoCaroot's solution](#)

**541.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,474 global accepts · Rating: 1000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**542.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**543.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[BluoCaroot's solution](#)

**544.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**545.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[BluoCaroot's solution](#)

**546.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**547.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[BluoCaroot's solution](#)

**548.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**549.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**550.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**551.**

1800B

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

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**552.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[BluoCaroot's solution](#)

**553.**

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[BluoCaroot's solution](#)

**554.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[BluoCaroot's solution](#)

**555.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,891 global accepts · Rating: 1100 · first AC: 2025-07-24 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory  
[BluoCaroot's solution](#)

**556.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2025-07-17 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: \*special, greedy, sortings  
[BluoCaroot's solution](#)

**557.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers  
[BluoCaroot's solution](#)

**558.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[BluoCaroot's solution](#)

**559.**

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings  
[BluoCaroot's solution](#)

**560.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**561.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[BluoCaroot's solution](#)

**562.**

2173B

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

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[BluoCaroot's solution](#)

**563.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**564.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BluoCaroot's solution](#)

**565.**

2155B

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

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

[BluoCaroot's solution](#)

**566.**

2139C

[Cake Assignment](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**567.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**568.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**569.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[BluoCaroot's solution](#)

**570.**

2104C

[Card Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**571.**

43B

[Letter](#) · [Tutorial](#)

Quality: 20,496 global accepts · Rating: 1100 · first AC: 2025-02-25 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**572.**

2103B

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

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

[BluoCaroot's solution](#)

**573.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**574.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,419 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[BluoCaroot's solution](#)

**575.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,229 global accepts · Rating: 1100 · first AC: 2023-05-03 · last AC: 2025-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[BluoCaroot's solution](#)

**576.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[BluoCaroot's solution](#)

**577.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**578.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[BluoCaroot's solution](#)

**579.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**580.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[BluoCaroot's solution](#)

**581.**

2071B

[Perfecto](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**582.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[BluoCaroot's solution](#)

**583.**

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[BluoCaroot's solution](#)

**584.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**585.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[BluoCaroot's solution](#)

**586.**

2032B

[Medians](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**587.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**588.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[BluoCaroot's solution](#)

**589.**

2025B

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

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

[BluoCaroot's solution](#)

**590.**

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[BluoCaroot's solution](#)

**591.**

2009C

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

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**592.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[BluoCaroot's solution](#)

**593.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[BluoCaroot's solution](#)

**594.**

1993B

[Parity and Sum](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**595.**

1997C

[Even Positions](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**596.**

1997B

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

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

[BluoCaroot's solution](#)

**597.**

1994B

[Fun Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**598.**

1986C

[Update Queries](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**599.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**600.**

1976B

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

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

[BluoCaroot's solution](#)

**601.**

1977B

[Binary Colouring](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**602.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[BluoCaroot's solution](#)

### 603.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

### 604.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[BluoCaroot's solution](#)

### 605.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

### 606.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2023-02-27 · last AC: 2024-04-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

### 607.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

### 608.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

### 609.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[BluoCaroot's solution](#)

### 610.

1948B

[Array Fix](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

### 611.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

### 612.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**613.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[BluoCaroot's solution](#)

**614.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[BluoCaroot's solution](#)

**615.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[BluoCaroot's solution](#)

**616.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[BluoCaroot's solution](#)

**617.**

1920B

[Summation Game](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**618.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**619.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[BluoCaroot's solution](#)

**620.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[BluoCaroot's solution](#)

**621.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**622.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[BluoCaroot's solution](#)

**623.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[BluoCaroot's solution](#)

**624.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[BluoCaroot's solution](#)

**625.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**626.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[BluoCaroot's solution](#)

**627.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[BluoCaroot's solution](#)

**628.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[BluoCaroot's solution](#)

**629.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[BluoCaroot's solution](#)

**630.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**631.**

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**632.**

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[BluoCaroot's solution](#)

**633.**

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2023-06-08 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation

[BluoCaroot's solution](#)

**634.**

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[BluoCaroot's solution](#)

**635.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[BluoCaroot's solution](#)

**636.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[BluoCaroot's solution](#)

**637.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**638.**

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**639.**

1863B

[Split Sort](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**640.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BluoCaroot's solution](#)

**641.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[BluoCaroot's solution](#)

**642.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

**643.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[BluoCaroot's solution](#)

**644.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: \*special, greedy, implementation

[BluoCaroot's solution](#)

**645.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[BluoCaroot's solution](#)

**646.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[BluoCaroot's solution](#)

**647.**

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**648.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**649.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**650.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[BluoCaroot's solution](#)

**651.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**652.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**653.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[BluoCaroot's solution](#)

**654.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[BluoCaroot's solution](#)

**655.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,860 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation  
[BluoCaroot's solution](#)

**656.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[BluoCaroot's solution](#)

**657.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[BluoCaroot's solution](#)

**658.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**659.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[BluoCaroot's solution](#)

**660.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2025-07-17 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[BluoCaroot's solution](#)

**661.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[BluoCaroot's solution](#)

**662.**

2190A

[Sorting Game](#) · [Tutorial](#)

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

**663.**

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[BluoCaroot's solution](#)

**664.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[BluoCaroot's solution](#)

**665.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[BluoCaroot's solution](#)

**666.**

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[BluoCaroot's solution](#)

**667.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[BluoCaroot's solution](#)

**668.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2025-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[BluoCaroot's solution](#)

**669.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers  
[BluoCaroot's solution](#)

**670.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, greedy  
[BluoCaroot's solution](#)

**671.**

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[BluoCaroot's solution](#)

**672.**

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[BluoCaroot's solution](#)

**673.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BluoCaroot's solution](#)

**674.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**675.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[BluoCaroot's solution](#)

**676.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**677.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**678.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**679.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[BluoCaroot's solution](#)

**680.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2025-03-18 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[BluoCaroot's solution](#)

**681.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**682.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[BluoCaroot's solution](#)

**683.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

**684.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BluoCaroot's solution](#)

**685.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[BluoCaroot's solution](#)

**686.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[BluoCaroot's solution](#)

**687.**

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**688.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[BluoCaroot's solution](#)

**689.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[BluoCaroot's solution](#)

**690.**

2053B

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

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

[BluoCaroot's solution](#)

**691.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BluoCaroot's solution](#)

**692.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[BluoCaroot's solution](#)

**693.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**694.**

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[BluoCaroot's solution](#)

**695.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**696.**

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[BluoCaroot's solution](#)

**697.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BluoCaroot's solution](#)

**698.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation

[BluoCaroot's solution](#)

**699.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[BluoCaroot's solution](#)

**700.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[BluoCaroot's solution](#)

**701.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**702.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

**703.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**704.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[BluoCaroot's solution](#)

**705.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BluoCaroot's solution](#)

**706.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[BluoCaroot's solution](#)

**707.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[BluoCaroot's solution](#)

**708.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,189 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[BluoCaroot's solution](#)

**709.**

1975C

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

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

[BluoCaroot's solution](#)

**710.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[BluoCaroot's solution](#)

**711.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**712.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**713.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[BluoCaroot's solution](#)

**714.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BluoCaroot's solution](#)

**715.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[BluoCaroot's solution](#)

**716.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BluoCaroot's solution](#)

**717.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[BluoCaroot's solution](#)

**718.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**719.**

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[BluoCaroot's solution](#)

**720.**

1933D

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

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

[BluoCaroot's solution](#)

**721.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BluoCaroot's solution](#)

**722.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2023-08-22 · last AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**723.**

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[BluoCaroot's solution](#)

**724.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: games

[BluoCaroot's solution](#)

**725.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[BluoCaroot's solution](#)

**726.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**727.**

1922B

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

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

[BluoCaroot's solution](#)

**728.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**729.**

1916C

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

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

[BluoCaroot's solution](#)

**730.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**731.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[BluoCaroot's solution](#)

**732.**

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**733.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**734.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**735.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**736.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**737.**

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**738.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**739.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**740.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[BluoCaroot's solution](#)

**741.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

**742.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[BluoCaroot's solution](#)

**743.**

1848B

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

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[BluoCaroot's solution](#)

**744.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[BluoCaroot's solution](#)

**745.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[BluoCaroot's solution](#)

**746.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[BluoCaroot's solution](#)

**747.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BluoCaroot's solution](#)

**748.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[BluoCaroot's solution](#)

**749.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[BluoCaroot's solution](#)

**750.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**751.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2023-02-23 · Clang++17 Diagnostics (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**752.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2025-03-10 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**753.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-08-10 · last AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BluoCaroot's solution](#)

**754.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-28 · last AC: 2026-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**755.**

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[BluoCaroot's solution](#)

**756.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[BluoCaroot's solution](#)

**757.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2026-02-02 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**758.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2023-09-27 · last AC: 2026-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[BluoCaroot's solution](#)

**759.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2025-07-24 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[BluoCaroot's solution](#)

**760.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2023-09-27 · last AC: 2026-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[BluoCaroot's solution](#)

**761.**

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**762.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**763.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BluoCaroot's solution](#)

**764.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**765.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[BluoCaroot's solution](#)

**766.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2025-03-15 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, two pointers

[BluoCaroot's solution](#)

**767.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[BluoCaroot's solution](#)

**768.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[BluoCaroot's solution](#)

**769.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[BluoCaroot's solution](#)

**770.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees

[BluoCaroot's solution](#)

**771.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[BluoCaroot's solution](#)

**772.**

2152B

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

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

[BluoCaroot's solution](#)

**773.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[BluoCaroot's solution](#)

**774.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BluoCaroot's solution](#)

**775.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**776.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**777.**

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**778.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[BluoCaroot's solution](#)

**779.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[BluoCaroot's solution](#)

**780.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[BluoCaroot's solution](#)

**781.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**782.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**783.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**784.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

**785.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2023-11-05 · last AC: 2025-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**786.**

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2024-06-24 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[BluoCaroot's solution](#)

**787.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2023-06-26 · last AC: 2025-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[BluoCaroot's solution](#)

**788.**

1650D

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

Quality: 14,717 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**789.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2023-09-13 · last AC: 2025-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[BluoCaroot's solution](#)

**790.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[BluoCaroot's solution](#)

**791.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[BluoCaroot's solution](#)

**792.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[BluoCaroot's solution](#)

**793.**

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[BluoCaroot's solution](#)

**794.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**795.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · Tutorial

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BluoCaroot's solution](#)

**796.**

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[BluoCaroot's solution](#)

**797.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[BluoCaroot's solution](#)

**798.**

932B

[Recursive Queries](#) · Tutorial

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar

[BluoCaroot's solution](#)

**799.**

189A

[Cut Ribbon](#) · Tutorial

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2023-07-29 · last AC: 2025-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[BluoCaroot's solution](#)

**800.**

2059B

[Cost of the Array](#) · Tutorial

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

[BluoCaroot's solution](#)

**801.**

2056B

[Find the Permutation](#) · Tutorial

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[BluoCaroot's solution](#)

**802.**

1090A

[Company Merging](#) · Tutorial

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**803.**

1829F

[Forever Winter](#) · Tutorial

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[BluoCaroot's solution](#)

**804.**

2049B

[pspspsps](#) · Tutorial

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[BluoCaroot's solution](#)

**805.**

2031C

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

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

[BluoCaroot's solution](#)

**806.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[BluoCaroot's solution](#)

**807.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[BluoCaroot's solution](#)

**808.**

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[BluoCaroot's solution](#)

**809.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[BluoCaroot's solution](#)

**810.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[BluoCaroot's solution](#)

**811.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**812.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**813.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, strings

[BluoCaroot's solution](#)

**814.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, strings

[BluoCaroot's solution](#)

**815.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[BluoCaroot's solution](#)

**816.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BluoCaroot's solution](#)

**817.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[BluoCaroot's solution](#)

**818.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BluoCaroot's solution](#)

**819.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BluoCaroot's solution](#)

**820.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**821.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[BluoCaroot's solution](#)

**822.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[BluoCaroot's solution](#)

**823.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

**824.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[BluoCaroot's solution](#)

**825.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**826.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[BluoCaroot's solution](#)

**827.**

1948C

[Arrow Path](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**828.**

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[BluoCaroot's solution](#)

**829.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[BluoCaroot's solution](#)

**830.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[BluoCaroot's solution](#)

**831.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

**832.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[BluoCaroot's solution](#)

**833.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**834.**

1922C

[Closest Cities](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**835.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**836.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,261 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**837.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**838.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BluoCaroot's solution](#)

**839.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BluoCaroot's solution](#)

**840.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[BluoCaroot's solution](#)

**841.**

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**842.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**843.**

1882B

[Sets and Union](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**844.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[BluoCaroot's solution](#)

**845.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[BluoCaroot's solution](#)

**846.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[BluoCaroot's solution](#)

**847.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[BluoCaroot's solution](#)

**848.**

1867C

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

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

[BluoCaroot's solution](#)

**849.**

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BluoCaroot's solution](#)

**850.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**851.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[BluoCaroot's solution](#)

**852.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[BluoCaroot's solution](#)

**853.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**854.**

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[BluoCaroot's solution](#)

**855.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[BluoCaroot's solution](#)

**856.**

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[BluoCaroot's solution](#)

**857.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**858.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[BluoCaroot's solution](#)

**859.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**860.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**861.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[BluoCaroot's solution](#)

**862.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**863.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[BluoCaroot's solution](#)

**864.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2025-04-10 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu

[BluoCaroot's solution](#)

**865.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2025-01-26 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[BluoCaroot's solution](#)

**866.**

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[BluoCaroot's solution](#)

**867.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2024-01-12 · last AC: 2026-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[BluoCaroot's solution](#)

**868.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-10-04 · last AC: 2026-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[BluoCaroot's solution](#)

**869.**

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[BluoCaroot's solution](#)

**870.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[BluoCaroot's solution](#)

**871.**

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,866 global accepts · Rating: 1400 · first AC: 2023-04-18 · last AC: 2025-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**872.**

2164C

[Dungeon](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**873.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[BluoCaroot's solution](#)

**874.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[BluoCaroot's solution](#)

**875.**

2152C

[Triple Removal](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**876.**

296C

[Greg and Array](#) · Tutorial

Rating: 1400 · first AC: 2024-05-28 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[BluoCaroot's solution](#)

**877.**

2133C

[The Nether](#) · Tutorial

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[BluoCaroot's solution](#)

**878.**

2098B

[Sasha and the Apartment Purchase](#) · Tutorial

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[BluoCaroot's solution](#)

**879.**

2098C

[Sports Betting](#) · Tutorial

Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**880.**

2120C

[Divine Tree](#) · Tutorial

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[BluoCaroot's solution](#)

**881.**

2110C

[Racing](#) · Tutorial

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**882.**

2104D

[Array and GCD](#) · Tutorial

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[BluoCaroot's solution](#)

**883.**

479C

[Exams](#) · Tutorial

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2024-02-20 · last AC: 2025-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**884.**

550B

[Preparing Olympiad](#) · Tutorial

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2023-06-26 · last AC: 2025-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[BluoCaroot's solution](#)

**885.**

1201C

[Maximum Median](#) · Tutorial

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[BluoCaroot's solution](#)

**886.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[BluoCaroot's solution](#)

**887.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[BluoCaroot's solution](#)

**888.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers

[BluoCaroot's solution](#)

**889.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BluoCaroot's solution](#)

**890.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[BluoCaroot's solution](#)

**891.**

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[BluoCaroot's solution](#)

**892.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[BluoCaroot's solution](#)

**893.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation

[BluoCaroot's solution](#)

**894.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[BluoCaroot's solution](#)

**895.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[BluoCaroot's solution](#)

**896.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BluoCaroot's solution](#)

**897.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[BluoCaroot's solution](#)

**898.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[BluoCaroot's solution](#)

**899.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[BluoCaroot's solution](#)

**900.**

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[BluoCaroot's solution](#)

**901.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[BluoCaroot's solution](#)

**902.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[BluoCaroot's solution](#)

**903.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[BluoCaroot's solution](#)

**904.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[BluoCaroot's solution](#)

**905.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[BluoCaroot's solution](#)

**906.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[BluoCaroot's solution](#)

**907.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[BluoCaroot's solution](#)

**908.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[BluoCaroot's solution](#)

**909.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[BluoCaroot's solution](#)

**910.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[BluoCaroot's solution](#)

**911.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[BluoCaroot's solution](#)

**912.**

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[BluoCaroot's solution](#)

**913.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BluoCaroot's solution](#)

**914.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[BluoCaroot's solution](#)

**915.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

## 916.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[BluoCaroot's solution](#)

## 917.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BluoCaroot's solution](#)

## 918.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

## 919.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[BluoCaroot's solution](#)

## 920.

1972D1

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

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

[BluoCaroot's solution](#)

## 921.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[BluoCaroot's solution](#)

## 922.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[BluoCaroot's solution](#)

## 923.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[BluoCaroot's solution](#)

## 924.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

## 925.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[BluoCaroot's solution](#)

**926.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BluoCaroot's solution](#)

**927.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[BluoCaroot's solution](#)

**928.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BluoCaroot's solution](#)

**929.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[BluoCaroot's solution](#)

**930.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[BluoCaroot's solution](#)

**931.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[BluoCaroot's solution](#)

**932.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**933.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[BluoCaroot's solution](#)

**934.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[BluoCaroot's solution](#)

**935.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[BluoCaroot's solution](#)

**936.**

1883G1

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

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers  
[BluoCaroot's solution](#)

**937.**

507B

[Amr and Pins · Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[BluoCaroot's solution](#)

**938.**

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory  
[BluoCaroot's solution](#)

**939.**

1750C

[Complementary XOR · Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[BluoCaroot's solution](#)

**940.**

1526B

[I Hate 1111 · Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[BluoCaroot's solution](#)

**941.**

1845C

[Strong Password · Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[BluoCaroot's solution](#)

**942.**

1800E1

[Unforgivable Curse \(easy version\) · Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[BluoCaroot's solution](#)

**943.**

1714E

[Add Modulo 10 · Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[BluoCaroot's solution](#)

**944.**

1728C

[Digital Logarithm · Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[BluoCaroot's solution](#)

**945.**

1772D

[Absolute Sorting · Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BluoCaroot's solution](#)

**946.**

1914E2

[Game with Marbles \(Hard Version\) · Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[BluoCaroot's solution](#)

**947.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[BluoCaroot's solution](#)

**948.**

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[BluoCaroot's solution](#)

**949.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BluoCaroot's solution](#)

**950.**

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[BluoCaroot's solution](#)

**951.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**952.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[BluoCaroot's solution](#)

**953.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[BluoCaroot's solution](#)

**954.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[BluoCaroot's solution](#)

**955.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**956.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[BluoCaroot's solution](#)

**957.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[BluoCaroot's solution](#)

**958.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[BluoCaroot's solution](#)

**959.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[BluoCaroot's solution](#)

**960.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[BluoCaroot's solution](#)

**961.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

**962.**

1863D

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

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

[BluoCaroot's solution](#)

**963.**

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BluoCaroot's solution](#)

**964.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**965.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[BluoCaroot's solution](#)

**966.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BluoCaroot's solution](#)

**967.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BluoCaroot's solution](#)

**968.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[BluoCaroot's solution](#)

**969.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**970.**

1754C2

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

Rating: 1500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[BluoCaroot's solution](#)

**971.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1500 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, shortest paths

[BluoCaroot's solution](#)

**972.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2025-07-01 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[BluoCaroot's solution](#)

**973.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[BluoCaroot's solution](#)

**974.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BluoCaroot's solution](#)

**975.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[BluoCaroot's solution](#)

**976.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[BluoCaroot's solution](#)

**977.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BluoCaroot's solution](#)

**978.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[BluoCaroot's solution](#)

**979.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[BluoCaroot's solution](#)

**980.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BluoCaroot's solution](#)

**981.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[BluoCaroot's solution](#)

**982.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[BluoCaroot's solution](#)

**983.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[BluoCaroot's solution](#)

**984.**

2116C

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

Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[BluoCaroot's solution](#)

**985.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[BluoCaroot's solution](#)

**986.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[BluoCaroot's solution](#)

**987.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BluoCaroot's solution](#)

**988.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[BluoCaroot's solution](#)

**989.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[BluoCaroot's solution](#)

**990.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[BluoCaroot's solution](#)

**991.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[BluoCaroot's solution](#)

**992.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[BluoCaroot's solution](#)

**993.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[BluoCaroot's solution](#)

**994.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[BluoCaroot's solution](#)

**995.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2024-02-16 · last AC: 2025-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**996.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**997.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[BluoCaroot's solution](#)

**998.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[BluoCaroot's solution](#)

**999.**

2057C

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

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

[BluoCaroot's solution](#)

**1000.**

2053C

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

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

[BluoCaroot's solution](#)

**1001.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1002.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[BluoCaroot's solution](#)

**1003.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[BluoCaroot's solution](#)

**1004.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**1005.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**1006.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp

[BluoCaroot's solution](#)

**1007.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[BluoCaroot's solution](#)

**1008.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BluoCaroot's solution](#)

**1009.**

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BluoCaroot's solution](#)

**1010.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

**1011.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[BluoCaroot's solution](#)

**1012.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[BluoCaroot's solution](#)

**1013.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[BluoCaroot's solution](#)

**1014.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1015.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[BluoCaroot's solution](#)

**1016.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[BluoCaroot's solution](#)

**1017.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[BluoCaroot's solution](#)

**1018.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[BluoCaroot's solution](#)

**1019.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[BluoCaroot's solution](#)

**1020.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[BluoCaroot's solution](#)

**1021.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[BluoCaroot's solution](#)

**1022.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1023.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[BluoCaroot's solution](#)

**1024.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1025.**

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[BluoCaroot's solution](#)

**1026.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[BluoCaroot's solution](#)

**1027.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[BluoCaroot's solution](#)

**1028.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[BluoCaroot's solution](#)

**1029.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**1030.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[BluoCaroot's solution](#)

**1031.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

**1032.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1033.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BluoCaroot's solution](#)

**1034.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BluoCaroot's solution](#)

**1035.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**1036.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[BluoCaroot's solution](#)

**1037.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[BluoCaroot's solution](#)

**1038.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[BluoCaroot's solution](#)

**1039.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[BluoCaroot's solution](#)

**1040.**

1891C

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

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[BluoCaroot's solution](#)

**1041.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers

[BluoCaroot's solution](#)

**1042.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1043.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1044.**

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[BluoCaroot's solution](#)

**1045.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BluoCaroot's solution](#)

**1046.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BluoCaroot's solution](#)

**1047.**

1872E

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

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

**1048.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs  
[BluoCaroot's solution](#)

**1049.**

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers  
[BluoCaroot's solution](#)

**1050.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[BluoCaroot's solution](#)

**1051.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[BluoCaroot's solution](#)

**1052.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[BluoCaroot's solution](#)

**1053.**

1850G

[The Morning Star](#) · [Tutorial](#)

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

**1054.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BluoCaroot's solution](#)

**1055.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2024-06-15 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[BluoCaroot's solution](#)

**1056.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[BluoCaroot's solution](#)

**1057.**

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2024-01-06 · last AC: 2026-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BluoCaroot's solution](#)

**1058.**

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, constructive algorithms, greedy

[BluoCaroot's solution](#)

**1059.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2025-07-17 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[BluoCaroot's solution](#)

**1060.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2025-03-29 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[BluoCaroot's solution](#)

**1061.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, number theory

[BluoCaroot's solution](#)

**1062.**

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[BluoCaroot's solution](#)

**1063.**

2167G

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

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BluoCaroot's solution](#)

**1064.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[BluoCaroot's solution](#)

**1065.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[BluoCaroot's solution](#)

**1066.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2024-01-05 · last AC: 2025-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

**1067.**

681C

[Heap Operations · Tutorial](#)

Quality: 9,838 global accepts · Rating: 1600 · first AC: 2023-05-03 · last AC: 2025-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BluoCaroot's solution](#)

**1068.**

343B

[Alternating Current · Tutorial](#)

Quality: 17,314 global accepts · Rating: 1600 · first AC: 2023-04-19 · last AC: 2025-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[BluoCaroot's solution](#)

**1069.**

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[BluoCaroot's solution](#)

**1070.**

780C

[Andryusha and Colored Balloons · Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[BluoCaroot's solution](#)

**1071.**

617C

[Watering Flowers · Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**1072.**

107B

[Basketball Team · Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[BluoCaroot's solution](#)

**1073.**

2103C

[Median Splits · Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[BluoCaroot's solution](#)

**1074.**

2094F

[Trulimero Trulicina · Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**1075.**

939D

[Love Rescue · Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[BluoCaroot's solution](#)

### 1076.

2084D

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

Quality: 8,843 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

[BluoCaroot's solution](#)

### 1077.

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BluoCaroot's solution](#)

### 1078.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BluoCaroot's solution](#)

### 1079.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[BluoCaroot's solution](#)

### 1080.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 1600 · first AC: 2024-01-12 · last AC: 2025-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[BluoCaroot's solution](#)

### 1081.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · last AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[BluoCaroot's solution](#)

### 1082.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

### 1083.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, probabilities, strings

[BluoCaroot's solution](#)

### 1084.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[BluoCaroot's solution](#)

### 1085.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BluoCaroot's solution](#)

### 1086.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[BluoCaroot's solution](#)

### 1087.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

### 1088.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[BluoCaroot's solution](#)

### 1089.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[BluoCaroot's solution](#)

### 1090.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[BluoCaroot's solution](#)

### 1091.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

### 1092.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[BluoCaroot's solution](#)

### 1093.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BluoCaroot's solution](#)

### 1094.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

### 1095.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, hashing, implementation, math, matrices, sortings

[BluoCaroot's solution](#)

**1096.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[BluoCaroot's solution](#)

**1097.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**1098.**

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**1099.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**1100.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**1101.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[BluoCaroot's solution](#)

**1102.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**1103.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[BluoCaroot's solution](#)

**1104.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[BluoCaroot's solution](#)

**1105.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[BluoCaroot's solution](#)

**1106.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[BluoCaroot's solution](#)

**1107.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1108.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[BluoCaroot's solution](#)

**1109.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

**1110.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[BluoCaroot's solution](#)

**1111.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[BluoCaroot's solution](#)

**1112.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[BluoCaroot's solution](#)

**1113.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[BluoCaroot's solution](#)

**1114.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**1115.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[BluoCaroot's solution](#)

**1116.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BluoCaroot's solution](#)

**1117.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math  
[BluoCaroot's solution](#)

**1118.**

1920C

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

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

**1119.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[BluoCaroot's solution](#)

**1120.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[BluoCaroot's solution](#)

**1121.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation  
[BluoCaroot's solution](#)

**1122.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[BluoCaroot's solution](#)

**1123.**

1702E

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

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[BluoCaroot's solution](#)

**1124.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[BluoCaroot's solution](#)

**1125.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[BluoCaroot's solution](#)

**1126.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[BluoCaroot's solution](#)

### 1127.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[BluoCaroot's solution](#)

### 1128.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BluoCaroot's solution](#)

### 1129.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[BluoCaroot's solution](#)

### 1130.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

### 1131.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[BluoCaroot's solution](#)

### 1132.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

### 1133.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[BluoCaroot's solution](#)

### 1134.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BluoCaroot's solution](#)

### 1135.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BluoCaroot's solution](#)

### 1136.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[BluoCaroot's solution](#)

**1137.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[BluoCaroot's solution](#)

**1138.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[BluoCaroot's solution](#)

**1139.**

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BluoCaroot's solution](#)

**1140.**

1875D

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

Quality: 11,407 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1141.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[BluoCaroot's solution](#)

**1142.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BluoCaroot's solution](#)

**1143.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1144.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,632 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[BluoCaroot's solution](#)

**1145.**

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[BluoCaroot's solution](#)

**1146.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[BluoCaroot's solution](#)

**1147.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[BluoCaroot's solution](#)

**1148.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[BluoCaroot's solution](#)

**1149.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[BluoCaroot's solution](#)

**1150.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BluoCaroot's solution](#)

**1151.**

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[BluoCaroot's solution](#)

**1152.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[BluoCaroot's solution](#)

**1153.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[BluoCaroot's solution](#)

**1154.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2025-07-24 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[BluoCaroot's solution](#)

**1155.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,663 global accepts · Rating: 1700 · first AC: 2024-07-14 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[BluoCaroot's solution](#)

**1156.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2024-01-29 · last AC: 2026-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[BluoCaroot's solution](#)

**1157.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2025-03-03 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[BluoCaroot's solution](#)

### 1158.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

### 1159.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[BluoCaroot's solution](#)

### 1160.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

### 1161.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[BluoCaroot's solution](#)

### 1162.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BluoCaroot's solution](#)

### 1163.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

### 1164.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[BluoCaroot's solution](#)

### 1165.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[BluoCaroot's solution](#)

### 1166.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[BluoCaroot's solution](#)

**1167.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[BluoCaroot's solution](#)

**1168.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BluoCaroot's solution](#)

**1169.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[BluoCaroot's solution](#)

**1170.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1171.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**1172.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BluoCaroot's solution](#)

**1173.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[BluoCaroot's solution](#)

**1174.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2023-06-26 · last AC: 2025-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BluoCaroot's solution](#)

**1175.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[BluoCaroot's solution](#)

**1176.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[BluoCaroot's solution](#)

**1177.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[BluoCaroot's solution](#)

**1178.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2024-03-22 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[BluoCaroot's solution](#)

**1179.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[BluoCaroot's solution](#)

**1180.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[BluoCaroot's solution](#)

**1181.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, strings

[BluoCaroot's solution](#)

**1182.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[BluoCaroot's solution](#)

**1183.**

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BluoCaroot's solution](#)

**1184.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[BluoCaroot's solution](#)

**1185.**

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[BluoCaroot's solution](#)

**1186.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

### 1187.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 14,485 global accepts · Rating: 1700 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[BluoCaroot's solution](#)

### 1188.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[BluoCaroot's solution](#)

### 1189.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BluoCaroot's solution](#)

### 1190.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[BluoCaroot's solution](#)

### 1191.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

### 1192.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2024-07-20 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[BluoCaroot's solution](#)

### 1193.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BluoCaroot's solution](#)

### 1194.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

[BluoCaroot's solution](#)

### 1195.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[BluoCaroot's solution](#)

**1196.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1197.**

2053D

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

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

[BluoCaroot's solution](#)

**1198.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BluoCaroot's solution](#)

**1199.**

2031D

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

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

[BluoCaroot's solution](#)

**1200.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[BluoCaroot's solution](#)

**1201.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[BluoCaroot's solution](#)

**1202.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[BluoCaroot's solution](#)

**1203.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[BluoCaroot's solution](#)

**1204.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[BluoCaroot's solution](#)

**1205.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2024-06-15 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and

similar, graphs, two pointers

[BluoCaroot's solution](#)

**1206.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[BluoCaroot's solution](#)

**1207.**

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees

[BluoCaroot's solution](#)

**1208.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BluoCaroot's solution](#)

**1209.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[BluoCaroot's solution](#)

**1210.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1211.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[BluoCaroot's solution](#)

**1212.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[BluoCaroot's solution](#)

**1213.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2023-10-27 · last AC: 2024-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BluoCaroot's solution](#)

**1214.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[BluoCaroot's solution](#)

**1215.**

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[BluoCaroot's solution](#)

### 1216.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[BluoCaroot's solution](#)

### 1217.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[BluoCaroot's solution](#)

### 1218.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BluoCaroot's solution](#)

### 1219.

1975D

[Paint the Tree](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

### 1220.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[BluoCaroot's solution](#)

### 1221.

1969C

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

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

[BluoCaroot's solution](#)

### 1222.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[BluoCaroot's solution](#)

### 1223.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[BluoCaroot's solution](#)

### 1224.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[BluoCaroot's solution](#)

### 1225.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy

[BluoCaroot's solution](#)

**1226.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[BluoCaroot's solution](#)

**1227.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BluoCaroot's solution](#)

**1228.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[BluoCaroot's solution](#)

**1229.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[BluoCaroot's solution](#)

**1230.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[BluoCaroot's solution](#)

**1231.**

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[BluoCaroot's solution](#)

**1232.**

1930C

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

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

[BluoCaroot's solution](#)

**1233.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[BluoCaroot's solution](#)

**1234.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[BluoCaroot's solution](#)

**1235.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[BluoCaroot's solution](#)

**1236.**

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[BluoCaroot's solution](#)

**1237.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**1238.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[BluoCaroot's solution](#)

**1239.**

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[BluoCaroot's solution](#)

**1240.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[BluoCaroot's solution](#)

**1241.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1242.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[BluoCaroot's solution](#)

**1243.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[BluoCaroot's solution](#)

**1244.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[BluoCaroot's solution](#)

**1245.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1246.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[BluoCaroot's solution](#)

**1247.**

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[BluoCaroot's solution](#)

**1248.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2023-06-27 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BluoCaroot's solution](#)

**1249.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[BluoCaroot's solution](#)

**1250.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BluoCaroot's solution](#)

**1251.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[BluoCaroot's solution](#)

**1252.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BluoCaroot's solution](#)

**1253.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[BluoCaroot's solution](#)

**1254.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[BluoCaroot's solution](#)

**1255.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2024-01-30 · last AC: 2026-04-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs,

shortest paths

[BluoCaroot's solution](#)

**1256.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[BluoCaroot's solution](#)

**1257.**

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[BluoCaroot's solution](#)

**1258.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-03-08 · last AC: 2026-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

**1259.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[BluoCaroot's solution](#)

**1260.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[BluoCaroot's solution](#)

**1261.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · last AC: 2026-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**1262.**

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BluoCaroot's solution](#)

**1263.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-22 · last AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1264.**

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, math

[BluoCaroot's solution](#)

**1265.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, two pointers

[BluoCaroot's solution](#)

**1266.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BluoCaroot's solution](#)

**1267.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[BluoCaroot's solution](#)

**1268.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[BluoCaroot's solution](#)

**1269.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1270.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2024-03-14 · last AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[BluoCaroot's solution](#)

**1271.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2024-06-10 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[BluoCaroot's solution](#)

**1272.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation, trees

[BluoCaroot's solution](#)

**1273.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**1274.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[BluoCaroot's solution](#)

**1275.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[BluoCaroot's solution](#)

**1276.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[BluoCaroot's solution](#)

**1277.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[BluoCaroot's solution](#)

**1278.**

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[BluoCaroot's solution](#)

**1279.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[BluoCaroot's solution](#)

**1280.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**1281.**

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[BluoCaroot's solution](#)

**1282.**

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, brute force

[BluoCaroot's solution](#)

**1283.**

2139E1

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

Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[BluoCaroot's solution](#)

**1284.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[BluoCaroot's solution](#)

**1285.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy  
[BluoCaroot's solution](#)

**1286.**

2120D

[Matrix game](#) · [Tutorial](#)

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

**1287.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[BluoCaroot's solution](#)

**1288.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[BluoCaroot's solution](#)

**1289.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[BluoCaroot's solution](#)

**1290.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[BluoCaroot's solution](#)

**1291.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy  
[BluoCaroot's solution](#)

**1292.**

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings  
[BluoCaroot's solution](#)

**1293.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[BluoCaroot's solution](#)

**1294.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp  
[BluoCaroot's solution](#)

**1295.**

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[BluoCaroot's solution](#)

**1296.**

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[BluoCaroot's solution](#)

**1297.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BluoCaroot's solution](#)

**1298.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[BluoCaroot's solution](#)

**1299.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1300.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

**1301.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[BluoCaroot's solution](#)

**1302.**

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[BluoCaroot's solution](#)

**1303.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**1304.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[BluoCaroot's solution](#)

**1305.**

1872F

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

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[BluoCaroot's solution](#)

**1306.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[BluoCaroot's solution](#)

**1307.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1308.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities

[BluoCaroot's solution](#)

**1309.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**1310.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[BluoCaroot's solution](#)

**1311.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-02-02 · last AC: 2024-09-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[BluoCaroot's solution](#)

**1312.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1313.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[BluoCaroot's solution](#)

**1314.**

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[BluoCaroot's solution](#)

**1315.**

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[BluoCaroot's solution](#)

**1316.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[BluoCaroot's solution](#)

**1317.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BluoCaroot's solution](#)

**1318.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[BluoCaroot's solution](#)

**1319.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[BluoCaroot's solution](#)

**1320.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BluoCaroot's solution](#)

**1321.**

1979D

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

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

[BluoCaroot's solution](#)

**1322.**

1974E

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

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

[BluoCaroot's solution](#)

**1323.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**1324.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[BluoCaroot's solution](#)

**1325.**

1966D

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

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BluoCaroot's solution](#)

**1326.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[BluoCaroot's solution](#)

**1327.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[BluoCaroot's solution](#)

**1328.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[BluoCaroot's solution](#)

**1329.**

1930D1

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

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

[BluoCaroot's solution](#)

**1330.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[BluoCaroot's solution](#)

**1331.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[BluoCaroot's solution](#)

**1332.**

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BluoCaroot's solution](#)

**1333.**

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[BluoCaroot's solution](#)

**1334.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[BluoCaroot's solution](#)

**1335.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2024-01-01 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

implementation

[BluoCaroot's solution](#)

**1336.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[BluoCaroot's solution](#)

**1337.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**1338.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[BluoCaroot's solution](#)

**1339.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[BluoCaroot's solution](#)

**1340.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[BluoCaroot's solution](#)

**1341.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[BluoCaroot's solution](#)

**1342.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[BluoCaroot's solution](#)

**1343.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2024-02-14 · last AC: 2026-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[BluoCaroot's solution](#)

**1344.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-02-14 · last AC: 2026-03-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BluoCaroot's solution](#)

**1345.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2024-02-05 · last AC: 2026-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1346.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[BluoCaroot's solution](#)

**1347.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BluoCaroot's solution](#)

**1348.**

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2025-09-03 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1349.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2024-02-02 · last AC: 2026-02-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BluoCaroot's solution](#)

**1350.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2024-02-09 · last AC: 2026-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[BluoCaroot's solution](#)

**1351.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[BluoCaroot's solution](#)

**1352.**

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[BluoCaroot's solution](#)

**1353.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1354.**

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[BluoCaroot's solution](#)

**1355.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[BluoCaroot's solution](#)

### 1356.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[BluoCaroot's solution](#)

### 1357.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[BluoCaroot's solution](#)

### 1358.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[BluoCaroot's solution](#)

### 1359.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[BluoCaroot's solution](#)

### 1360.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BluoCaroot's solution](#)

### 1361.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2024-05-27 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[BluoCaroot's solution](#)

### 1362.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[BluoCaroot's solution](#)

### 1363.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[BluoCaroot's solution](#)

### 1364.

2139D

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

Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BluoCaroot's solution](#)

### 1365.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[BluoCaroot's solution](#)

**1366.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1367.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[BluoCaroot's solution](#)

**1368.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**1369.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[BluoCaroot's solution](#)

**1370.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1371.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[BluoCaroot's solution](#)

**1372.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[BluoCaroot's solution](#)

**1373.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[BluoCaroot's solution](#)

**1374.**

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[BluoCaroot's solution](#)

**1375.**

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[BluoCaroot's solution](#)

**1376.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[BluoCaroot's solution](#)

**1377.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[BluoCaroot's solution](#)

**1378.**

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1379.**

2040D

[Non Prime Tree · Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[BluoCaroot's solution](#)

**1380.**

5C

[Longest Regular Bracket Sequence · Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[BluoCaroot's solution](#)

**1381.**

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[BluoCaroot's solution](#)

**1382.**

1950G

[Shuffling Songs · Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[BluoCaroot's solution](#)

**1383.**

2067E

[White Magic · Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1384.**

2050G

[Tree Destruction · Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**1385.**

2059D

[Graph and Graph](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**1386.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1387.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**1388.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[BluoCaroot's solution](#)

**1389.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[BluoCaroot's solution](#)

**1390.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[BluoCaroot's solution](#)

**1391.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[BluoCaroot's solution](#)

**1392.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[BluoCaroot's solution](#)

**1393.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[BluoCaroot's solution](#)

**1394.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[BluoCaroot's solution](#)

**1395.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BluoCaroot's solution](#)

**1396.**

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[BluoCaroot's solution](#)

**1397.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**1398.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[BluoCaroot's solution](#)

**1399.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[BluoCaroot's solution](#)

**1400.**

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, number theory

[BluoCaroot's solution](#)

**1401.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BluoCaroot's solution](#)

**1402.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[BluoCaroot's solution](#)

**1403.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[BluoCaroot's solution](#)

**1404.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two

pointers

[BluoCaroot's solution](#)

**1405.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[BluoCaroot's solution](#)

**1406.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[BluoCaroot's solution](#)

**1407.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, trees

[BluoCaroot's solution](#)

**1408.**

2001D

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

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[BluoCaroot's solution](#)

**1409.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[BluoCaroot's solution](#)

**1410.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[BluoCaroot's solution](#)

**1411.**

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1412.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[BluoCaroot's solution](#)

**1413.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BluoCaroot's solution](#)

**1414.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp

[BluoCaroot's solution](#)

**1415.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[BluoCaroot's solution](#)

**1416.**

1986F

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

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1417.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[BluoCaroot's solution](#)

**1418.**

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[BluoCaroot's solution](#)

**1419.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[BluoCaroot's solution](#)

**1420.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[BluoCaroot's solution](#)

**1421.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[BluoCaroot's solution](#)

**1422.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[BluoCaroot's solution](#)

**1423.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[BluoCaroot's solution](#)

**1424.**

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[BluoCaroot's solution](#)

**1425.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[BluoCaroot's solution](#)

**1426.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[BluoCaroot's solution](#)

**1427.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[BluoCaroot's solution](#)

**1428.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[BluoCaroot's solution](#)

**1429.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[BluoCaroot's solution](#)

**1430.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[BluoCaroot's solution](#)

**1431.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[BluoCaroot's solution](#)

**1432.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[BluoCaroot's solution](#)

**1433.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[BluoCaroot's solution](#)

**1434.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[BluoCaroot's solution](#)

**1435.**

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BluoCaroot's solution](#)

**1436.**

1922D

[Berserk Monsters · Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[BluoCaroot's solution](#)

**1437.**

1921F

[Sum of Progression · Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[BluoCaroot's solution](#)

**1438.**

1920D

[Array Repetition · Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[BluoCaroot's solution](#)

**1439.**

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**1440.**

1914F

[Programming Competition · Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[BluoCaroot's solution](#)

**1441.**

409F

[000001 · Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1442.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1443.**

1855C2

[Dual \(Hard Version\) · Tutorial](#)

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

[BluoCaroot's solution](#)

**1444.**

1010D

[Mars rover · Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[BluoCaroot's solution](#)

**1445.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[BluoCaroot's solution](#)

**1446.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[BluoCaroot's solution](#)

**1447.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BluoCaroot's solution](#)

**1448.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2024-02-03 · last AC: 2026-03-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1449.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-02-02 · last AC: 2026-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[BluoCaroot's solution](#)

**1450.**

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, combinatorics, math

[BluoCaroot's solution](#)

**1451.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1452.**

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[BluoCaroot's solution](#)

**1453.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[BluoCaroot's solution](#)

**1454.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[BluoCaroot's solution](#)

**1455.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, two pointers

[BluoCaroot's solution](#)

**1456.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BluoCaroot's solution](#)

**1457.**

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[BluoCaroot's solution](#)

**1458.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BluoCaroot's solution](#)

**1459.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[BluoCaroot's solution](#)

**1460.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[BluoCaroot's solution](#)

**1461.**

2139E2

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

Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[BluoCaroot's solution](#)

**1462.**

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[BluoCaroot's solution](#)

**1463.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[BluoCaroot's solution](#)

**1464.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[BluoCaroot's solution](#)

**1465.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[BluoCaroot's solution](#)

**1466.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[BluoCaroot's solution](#)

**1467.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[BluoCaroot's solution](#)

**1468.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BluoCaroot's solution](#)

**1469.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[BluoCaroot's solution](#)

**1470.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[BluoCaroot's solution](#)

**1471.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[BluoCaroot's solution](#)

**1472.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[BluoCaroot's solution](#)

**1473.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[BluoCaroot's solution](#)

**1474.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[BluoCaroot's solution](#)

**1475.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[BluoCaroot's solution](#)

**1476.**

2062E1

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

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

[BluoCaroot's solution](#)

**1477.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[BluoCaroot's solution](#)

**1478.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1479.**

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BluoCaroot's solution](#)

**1480.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BluoCaroot's solution](#)

**1481.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[BluoCaroot's solution](#)

**1482.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[BluoCaroot's solution](#)

**1483.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[BluoCaroot's solution](#)

**1484.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[BluoCaroot's solution](#)

**1485.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings  
[BluoCaroot's solution](#)

**1486.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[BluoCaroot's solution](#)

**1487.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees  
[BluoCaroot's solution](#)

**1488.**

1994E

[Wooden Game](#) · [Tutorial](#)

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

**1489.**

1988D

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

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

**1490.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[BluoCaroot's solution](#)

**1491.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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

**1492.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[BluoCaroot's solution](#)

**1493.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[BluoCaroot's solution](#)

**1494.**

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[BluoCaroot's solution](#)

**1495.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[BluoCaroot's solution](#)

**1496.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BluoCaroot's solution](#)

**1497.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[BluoCaroot's solution](#)

**1498.**

1944D

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

Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[BluoCaroot's solution](#)

**1499.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[BluoCaroot's solution](#)

**1500.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BluoCaroot's solution](#)

**1501.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1502.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[BluoCaroot's solution](#)

**1503.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[BluoCaroot's solution](#)

**1504.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[BluoCaroot's solution](#)

**1505.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BluoCaroot's solution](#)

**1506.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[BluoCaroot's solution](#)

**1507.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**1508.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

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

[BluoCaroot's solution](#)

**1509.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**1510.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, geometry

[BluoCaroot's solution](#)

**1511.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BluoCaroot's solution](#)

**1512.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**1513.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**1514.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[BluoCaroot's solution](#)

**1515.**

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-09-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1516.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[BluoCaroot's solution](#)

**1517.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-09-02 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[BluoCaroot's solution](#)

**1518.**

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, binary search, greedy

[BluoCaroot's solution](#)

**1519.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[BluoCaroot's solution](#)

**1520.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[BluoCaroot's solution](#)

**1521.**

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[BluoCaroot's solution](#)

**1522.**

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-06-13 · last AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[BluoCaroot's solution](#)

**1523.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[BluoCaroot's solution](#)

**1524.**

2163D1

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

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

[BluoCaroot's solution](#)

**1525.**

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

[BluoCaroot's solution](#)

**1526.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[BluoCaroot's solution](#)

**1527.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BluoCaroot's solution](#)

**1528.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, dp, greedy

[BluoCaroot's solution](#)

**1529.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[BluoCaroot's solution](#)

**1530.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[BluoCaroot's solution](#)

**1531.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[BluoCaroot's solution](#)

**1532.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**1533.**

2116D

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

Rating: 2100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[BluoCaroot's solution](#)

**1534.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2024-02-03 · last AC: 2025-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[BluoCaroot's solution](#)

**1535.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2024-05-31 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[BluoCaroot's solution](#)

**1536.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[BluoCaroot's solution](#)

**1537.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BluoCaroot's solution](#)

**1538.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[BluoCaroot's solution](#)

**1539.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**1540.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[BluoCaroot's solution](#)

**1541.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BluoCaroot's solution](#)

**1542.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[BluoCaroot's solution](#)

**1543.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BluoCaroot's solution](#)

**1544.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs,

greedy, implementation, math

[BluoCaroot's solution](#)

**1545.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[BluoCaroot's solution](#)

**1546.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1547.**

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1548.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[BluoCaroot's solution](#)

**1549.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[BluoCaroot's solution](#)

**1550.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, greedy, trees

[BluoCaroot's solution](#)

**1551.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[BluoCaroot's solution](#)

**1552.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BluoCaroot's solution](#)

**1553.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[BluoCaroot's solution](#)

**1554.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[BluoCaroot's solution](#)

**1555.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1556.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BluoCaroot's solution](#)

**1557.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[BluoCaroot's solution](#)

**1558.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2026-02-12 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[BluoCaroot's solution](#)

**1559.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[BluoCaroot's solution](#)

**1560.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[BluoCaroot's solution](#)

**1561.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[BluoCaroot's solution](#)

**1562.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[BluoCaroot's solution](#)

**1563.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[BluoCaroot's solution](#)

**1564.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[BluoCaroot's solution](#)

**1565.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1566.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[BluoCaroot's solution](#)

**1567.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[BluoCaroot's solution](#)

**1568.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[BluoCaroot's solution](#)

**1569.**

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[BluoCaroot's solution](#)

**1570.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[BluoCaroot's solution](#)

**1571.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[BluoCaroot's solution](#)

**1572.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[BluoCaroot's solution](#)

**1573.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2025-01-17 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BluoCaroot's solution](#)

**1574.**

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[BluoCaroot's solution](#)

**1575.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BluoCaroot's solution](#)

**1576.**

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[BluoCaroot's solution](#)

**1577.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[BluoCaroot's solution](#)

**1578.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[BluoCaroot's solution](#)

**1579.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[BluoCaroot's solution](#)

**1580.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-03-14 · last AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[BluoCaroot's solution](#)

**1581.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[BluoCaroot's solution](#)

**1582.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BluoCaroot's solution](#)

**1583.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[BluoCaroot's solution](#)

**1584.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[BluoCaroot's solution](#)

**1585.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BluoCaroot's solution](#)

**1586.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[BluoCaroot's solution](#)

**1587.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[BluoCaroot's solution](#)

**1588.**

1046D

[Interstellar battle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1589.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BluoCaroot's solution](#)

**1590.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[BluoCaroot's solution](#)

**1591.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[BluoCaroot's solution](#)

**1592.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[BluoCaroot's solution](#)

**1593.**

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[BluoCaroot's solution](#)

**1594.**

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1595.**

1926F

[Vlad and Avoiding X · Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[BluoCaroot's solution](#)

**1596.**

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[BluoCaroot's solution](#)

**1597.**

590C

[Three States · Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BluoCaroot's solution](#)

**1598.**

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[BluoCaroot's solution](#)

**1599.**

1855D

[Earn or Unlock · Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[BluoCaroot's solution](#)

**1600.**

1065E

[Side Transmutations · Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[BluoCaroot's solution](#)

**1601.**

1093G

[Multidimensional Queries · Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[BluoCaroot's solution](#)

**1602.**

1132E

[Knapsack · Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[BluoCaroot's solution](#)

**1603.**

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[BluoCaroot's solution](#)

**1604.**

2134D

[Sliding Tree · Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[BluoCaroot's solution](#)

### 1605.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[BluoCaroot's solution](#)

### 1606.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[BluoCaroot's solution](#)

### 1607.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[BluoCaroot's solution](#)

### 1608.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[BluoCaroot's solution](#)

### 1609.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[BluoCaroot's solution](#)

### 1610.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[BluoCaroot's solution](#)

### 1611.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[BluoCaroot's solution](#)

### 1612.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[BluoCaroot's solution](#)

### 1613.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[BluoCaroot's solution](#)

### 1614.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu,

graphs, shortest paths, sortings

[BluoCaroot's solution](#)

**1615.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, fft, math

[BluoCaroot's solution](#)

**1616.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[BluoCaroot's solution](#)

**1617.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[BluoCaroot's solution](#)

**1618.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[BluoCaroot's solution](#)

**1619.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[BluoCaroot's solution](#)

**1620.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BluoCaroot's solution](#)

**1621.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[BluoCaroot's solution](#)

**1622.**

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BluoCaroot's solution](#)

**1623.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[BluoCaroot's solution](#)

**1624.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[BluoCaroot's solution](#)

**1625.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[BluoCaroot's solution](#)

**1626.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2026-03-14 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry  
[BluoCaroot's solution](#)

**1627.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[BluoCaroot's solution](#)

**1628.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[BluoCaroot's solution](#)

**1629.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees  
[BluoCaroot's solution](#)

**1630.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer  
[BluoCaroot's solution](#)

**1631.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees  
[BluoCaroot's solution](#)

**1632.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, geometry, number theory  
[BluoCaroot's solution](#)

**1633.**

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp  
[BluoCaroot's solution](#)

**1634.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[BluoCaroot's solution](#)

**1635.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BluoCaroot's solution](#)

**1636.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[BluoCaroot's solution](#)

**1637.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[BluoCaroot's solution](#)

**1638.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[BluoCaroot's solution](#)

**1639.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[BluoCaroot's solution](#)

**1640.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 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

[BluoCaroot's solution](#)

**1641.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[BluoCaroot's solution](#)

**1642.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft

[BluoCaroot's solution](#)

**1643.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[BluoCaroot's solution](#)

**1644.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[BluoCaroot's solution](#)

**1645.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[BluoCaroot's solution](#)

**1646.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[BluoCaroot's solution](#)

**1647.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[BluoCaroot's solution](#)

**1648.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[BluoCaroot's solution](#)

**1649.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[BluoCaroot's solution](#)

**1650.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[BluoCaroot's solution](#)

**1651.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2026-03-11 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[BluoCaroot's solution](#)

**1652.**

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BluoCaroot's solution](#)

**1653.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**1654.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[BluoCaroot's solution](#)

**1655.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures

[BluoCaroot's solution](#)

**1656.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[BluoCaroot's solution](#)

**1657.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[BluoCaroot's solution](#)

**1658.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BluoCaroot's solution](#)

**1659.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[BluoCaroot's solution](#)

**1660.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[BluoCaroot's solution](#)

**1661.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[BluoCaroot's solution](#)

**1662.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[BluoCaroot's solution](#)

**1663.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[BluoCaroot's solution](#)

**1664.**

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[BluoCaroot's solution](#)

**1665.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[BluoCaroot's solution](#)

**1666.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[BluoCaroot's solution](#)

**1667.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[BluoCaroot's solution](#)

**1668.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[BluoCaroot's solution](#)

**1669.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[BluoCaroot's solution](#)

**1670.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[BluoCaroot's solution](#)

**1671.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[BluoCaroot's solution](#)

**1672.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[BluoCaroot's solution](#)

**1673.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: games

[BluoCaroot's solution](#)

**1674.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[BluoCaroot's solution](#)

**1675.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[BluoCaroot's solution](#)

**1676.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[BluoCaroot's solution](#)

**1677.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[BluoCaroot's solution](#)

**1678.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-03-19 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[BluoCaroot's solution](#)

**1679.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[BluoCaroot's solution](#)

**1680.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[BluoCaroot's solution](#)

**1681.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[BluoCaroot's solution](#)

**1682.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[BluoCaroot's solution](#)

**1683.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[BluoCaroot's solution](#)

**1684.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[BluoCaroot's solution](#)

**1685.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[BluoCaroot's solution](#)

**1686.**

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[BluoCaroot's solution](#)

**1687.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BluoCaroot's solution](#)

**1688.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[BluoCaroot's solution](#)

**1689.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[BluoCaroot's solution](#)

**1690.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[BluoCaroot's solution](#)

**1691.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BluoCaroot's solution](#)

**1692.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[BluoCaroot's solution](#)

**1693.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[BluoCaroot's solution](#)

**1694.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[BluoCaroot's solution](#)

**1695.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[BluoCaroot's solution](#)

**1696.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, string suffix structures

[BluoCaroot's solution](#)

**1697.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[BluoCaroot's solution](#)

**1698.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BluoCaroot's solution](#)

**1699.**

820E

[Mister B and Beacons on Field](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1700.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[BluoCaroot's solution](#)

**1701.**

1011175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1702.**

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1703.**

106144L

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

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1704.**

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1705.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1706.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1707.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1708.**

106144G

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

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1709.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1710.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1711.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1712.**

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1713.**

106495C

[Cactus Simple Path Queries](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1714.**

106495K

[Kernel of the Disks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1715.**

106495L

[Legendary Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1716.**

106495I

[Inner Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1717.**

106495B

[Bad LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1718.**

106495E

[Erasmus Valthron](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1719.**

106495J

[Just the right enchantment](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1720.**

106495A

[Anxiety at the restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1721.**

106495G

[Gerald the mudcrab](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1722.**

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1723.**

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1724.**

105442B

[Cowproximation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1725.**

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1726.**

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1727.**

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1728.**

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1729.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1730.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1731.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1732.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1733.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1734.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1735.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1736.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1737.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1738.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1739.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1740.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1741.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, brute force, games, interactive

[BluoCaroot's solution](#)

**1742.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, shortest paths

[BluoCaroot's solution](#)

**1743.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, bitmasks

[BluoCaroot's solution](#)

**1744.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[BluoCaroot's solution](#)

**1745.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, graph matchings, implementation

[BluoCaroot's solution](#)

**1746.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[BluoCaroot's solution](#)

**1747.**

106369K

[Bad Bunny](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · last AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1748.**

106369H

[The Duel of Smokin' Joe](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1749.**

106369F

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1750.**

106369G

[Not So Close](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1751.**

106369D

[Good Goalie](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1752.**

106369E

[Most Valuable Pez](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1753.**

106369C

[Snailography](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1754.**

106369B

[We Want You Happy!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1755.**

106369A

[Lucky 7](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1756.**

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1757.**

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1758.**

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1759.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1760.**

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1761.**

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1762.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1763.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1764.**

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1765.**

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1766.**

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1767.**

100240I

[Moogle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1768.**

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1769.**

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1770.**

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1771.**

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1772.**

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1773.**

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1774.**

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1775.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1776.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1777.**

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1778.**

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1779.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1780.**

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1781.**

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1782.**

2198E

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

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, graphs

[BluoCaroot's solution](#)

**1783.**

2198D

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

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special, math

[BluoCaroot's solution](#)

**1784.**

2198C

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

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1785.**

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1786.**

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[BluoCaroot's solution](#)

**1787.**

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1788.**

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1789.**

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1790.**

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1791.**

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1792.**

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1793.**

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1794.**

106189L

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

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1795.**

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1796.**

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1797.**

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1798.**

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1799.**

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1800.**

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1801.**

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1802.**

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1803.**

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1804.**

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1805.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1806.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1807.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1808.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1809.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1810.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1811.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1812.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1813.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1814.**

102767E

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

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1815.**

1062410

[Ya Masa2 El Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1816.**

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1817.**

106241A

[Ya Sabah El GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1818.**

106241J

[Zaseb El Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1819.**

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1820.**

106241E

[Sheesh El Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1821.**

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1822.**

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1823.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1824.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1825.**

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1826.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1827.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1828.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1829.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1830.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1831.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1832.**

106098H

[Farouk and Tape](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1833.**

106098E

[Farouk and Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1834.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[BluoCaroot's solution](#)

**1835.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[BluoCaroot's solution](#)

**1836.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication,

interactive, math

[BluoCaroot's solution](#)

**1837.**

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[BluoCaroot's solution](#)

**1838.**

106098G

[Bald and Isabel · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1839.**

106098K

[Farouk and MEX Sum · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1840.**

106098I

[MEDAA and Totients · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1841.**

106098F

[MEDAA and the Jumping Stones · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1842.**

106098D

[Bald and Siniora · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1843.**

106098C

[MEDAA and Mohamed Hazem · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1844.**

106098M

[MEDAA, Farouk, and Bald · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1845.**

106098L

[MEDAA and subsequences · Tutorial](#)

Rating: — · first AC: 2025-10-27 · PyPy 3-64 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1846.**

106098B

[Farouk and Password · Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1847.**

106098A

[Bald and Tourist · Tutorial](#)

Rating: — · first AC: 2025-10-27 · PyPy 3-64 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1848.**

106007F

[Meen 3mk?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · last AC: 2025-09-24 · Python 2 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1849.**

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[BluoCaroot's solution](#)

**1850.**

105904J

[Joining Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1851.**

105904H

[Hacker in the system](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1852.**

105904B

[Bicycle in Ibirapuera](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1853.**

105904F

[Fleeing from the Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1854.**

105904E

[Enhancing 25 de Março deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1855.**

105904D

[Dealing with São Paulo Hot Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1856.**

105904L

[Leaving books at their correct piles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1857.**

105904K

[Kickboxing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1858.**

105904N

[Number of Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1859.**

105904C

[Cities in Sao Paulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1860.**

105904G

[Guaranteeing SP](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1861.**

105904A

[Amount of food for tigers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1862.**

106007G

[Nim Game In Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1863.**

106007L

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1864.**

106007H

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1865.**

106007D

[Master of the Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1866.**

106007A

[GCD MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1867.**

106007K

[And X Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1868.**

106007I

[Reverse and Remove](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1869.**

106015B

[Adhoom and Halzoom Peculiar Pact](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1870.**

106015K

[Roads of the Goose](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1871.**

106015I

[The Auntie Whispers' Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1872.**

106015F

[The Spirit-Oak's Resonance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1873.**

106015J

[Halzoom's Coffee Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1874.**

106015E

[The Beast's Encoded Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1875.**

106015G

[The Unseen Geometry of the Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1876.**

106015H

[Whispers of Light in the Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1877.**

106015N

[The Squirrel's Scattered Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1878.**

106015A

[Welcome to the Unknown: An Over The Garden Wall Adventure!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · Python 2 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1879.**

105950F

[Frodo and Sam](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1880.**

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1881.**

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1882.**

105873J

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

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1883.**

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1884.**

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1885.**

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1886.**

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1887.**

1059500

[The Martian](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1888.**

105950D

[Inside the Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1889.**

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1890.**

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1891.**

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1892.**

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1893.**

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1894.**

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1895.**

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1896.**

105950L

[Las Tortuguitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1897.**

105950I

[Lost Language](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1898.**

105950H

[Cinematic Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1899.**

105950J

[John Wick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1900.**

105950M

[Movieguesser](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1901.**

105950B

[Magic Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1902.**

105950E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1903.

105950N

[Ni](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1904.

105950G

[Godfather](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1905.

105950K

[Kill Bill Vol. 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1906.

101028I

[March Rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1907.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1908.

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1909.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1910.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1911.

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1912.

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

### 1913.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1914.**

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1915.**

105408A

[AAEGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1916.**

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1917.**

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: \*special, math

[BluoCaroot's solution](#)

**1918.**

104385G

[Copy and Paste](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1919.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, binary search, brute force

[BluoCaroot's solution](#)

**1920.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[BluoCaroot's solution](#)

**1921.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[BluoCaroot's solution](#)

**1922.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

[BluoCaroot's solution](#)

**1923.**

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1924.**

105767B

[Subtractionacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1925.**

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1926.**

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1927.**

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1928.**

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1929.**

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1930.**

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1931.**

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1932.**

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1933.**

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1934.**

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1935.**

100676G

[G.Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1936.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1937.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1938.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1939.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1940.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1941.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1942.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1943.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1944.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1945.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1946.**

105257D

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

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1947.**

105257B

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

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1948.**

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1949.**

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1950.**

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1951.**

105257G

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

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1952.**

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1953.**

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1954.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1955.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1956.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1957.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1958.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1959.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1960.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1961.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1962.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1963.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1964.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1965.**

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1966.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1967.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1968.**

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1969.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1970.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1971.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1972.**

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1973.**

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1974.**

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1975.**

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1976.**

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1977.**

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1978.**

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1979.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1980.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1981.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · Python 3 (first AC) · Tags: —

[BluoCaroot's solution](#)

**1982.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-10-05 · last AC: 2024-10-05 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[BluoCaroot's solution](#)

**1983.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1984.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1985.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1986.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1987.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1988.**

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1989.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1990.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**1991.**

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1992.**

105319G

[Less is More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1993.**

105319D

[Lazy Jaber](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1994.**

105319E

[Sorting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1995.**

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1996.**

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1997.**

105319H

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

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1998.**

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**1999.**

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2000.**

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2001.**

105262A

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

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2002.

105262G

[Symmetric Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2003.

105262L

[Growing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2004.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2005.

105262E

[Tim Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2006.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2007.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2008.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2009.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2010.

105262F

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

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2011.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

## 2012.

105262M

[Maximum Subarray Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2013.**

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2014.**

2012D

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

Rating: — · first AC: 2024-09-17 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics

[BluoCaroot's solution](#)

**2015.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.7 (first AC) · Tags: \*special, brute force, greedy, math

[BluoCaroot's solution](#)

**2016.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.7 (first AC) · Tags: \*special, strings

[BluoCaroot's solution](#)

**2017.**

2012A

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

Rating: — · first AC: 2024-09-17 · Kotlin 1.7 (first AC) · Tags: \*special, implementation, sortings

[BluoCaroot's solution](#)

**2018.**

105264F

[Tree XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2019.**

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2020.**

105264I

[Homies and Not Homies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2021.**

105264C

[Variety Hater](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2022.**

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2023.**

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2024.**

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2025.**

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2026.**

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2027.**

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2028.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2029.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2030.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2031.**

104199B

[BTDAD\\$0CÔ>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2032.**

104984B

[Aô5DriACl Cd5C=ACä= C, 7C 3C 4CäGCÔKCR ACÔK](#)

Rating: — · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2033.**

104097F

[LCA • Jb2 \(LCA\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2034.**

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2035.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2036.**

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2037.**

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2038.**

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2039.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2040.**

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2041.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2042.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2043.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2044.**

1034850

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2045.**

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2046.**

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2047.**

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2048.**

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2049.**

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2050.**

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2051.**

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2052.**

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2053.**

105190M

[Ali and BOX](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2054.**

105190J

[Short Statement](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2055.**

105190D

[Math Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2056.**

105190C

[Salameh Leveling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2057.**

105190H

[How Ali Sees Black](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2058.**

105190E

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · PyPy 3-64 (first AC) · Tags: —

[BluoCaroot's solution](#)

**2059.**

105167G

[Glitchy Language Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2060.**

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2061.**

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2062.**

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2063.**

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2064.**

105167C

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

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2065.**

102141H

[Triangle Inside Rectangle Inside Pentagon](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2066.**

105216M

[Maximizing the Sauce](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2067.**

105216D

[Dueling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2068.**

105216H

[Hiring Candidates Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2069.**

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2070.**

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2071.**

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2072.**

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2073.**

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2074.**

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2075.**

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2076.**

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2077.**

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2078.**

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2079.**

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2080.**

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2081.**

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2082.**

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2083.**

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2084.**

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2085.**

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2086.**

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2087.**

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2088.**

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2089.**

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2090.**

103828E

[Do you where is Naseem? · Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2091.**

103306J

[John in the Amusement Park · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2092.**

103306K

[K-Binary Repetitive Numbers · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2093.**

103306D

[Dislike the Raisins · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2094.**

103306E

[E-13 Storage Unit · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2095.**

103306C

[Cut the Deck · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2096.**

103306G

[Grid of Letters · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2097.**

103306I

[Integer Multiplicative Persistence · Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2098.**

103081D

[Jogging · Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2099.**

103081K

[Unique Activities · Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2100.**

103081A

[Gratitude · Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2101.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2102.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2103.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2104.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2105.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2106.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2107.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2108.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2109.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2110.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2111.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2112.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2113.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2114.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2115.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2116.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2117.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2118.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2119.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2120.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2121.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2122.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2123.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2124.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2125.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2126.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2127.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2128.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2129.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2130.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2131.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2132.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2133.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2134.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2135.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: \*special, brute force

[BluoCaroot's solution](#)

**2136.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, dfs and similar, math

[BluoCaroot's solution](#)

**2137.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2138.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2139.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2140.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2141.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2142.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2143.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2144.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2145.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2146.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[BluoCaroot's solution](#)

**2147.**

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: \*special, bitmasks, geometry

[BluoCaroot's solution](#)

**2148.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-03 · PyPy 3-64 (first AC) · Tags: \*special, brute force, schedules

[BluoCaroot's solution](#)

**2149.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[BluoCaroot's solution](#)

**2150.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[BluoCaroot's solution](#)

**2151.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[BluoCaroot's solution](#)

**2152.**

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2153.**

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2154.**

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2155.**

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2156.**

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2157.**

101810B

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

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2158.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2159.**

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2160.**

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2161.**

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2162.**

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2163.**

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2164.**

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2165.**

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2166.**

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2167.**

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2168.**

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2169.**

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2170.**

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2171.**

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2172.**

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2173.**

101801K

[K. Quantum Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2174.**

101801H

[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2175.**

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2176.**

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2177.**

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2178.**

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2179.**

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2180.**

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2181.**

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2182.**

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2183.**

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2184.**

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2185.**

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2186.**

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2187.**

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2188.**

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2189.**

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2190.**

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2191.**

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2192.**

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2193.**

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2194.**

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2195.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2196.**

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2197.**

104663G

[Not So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2198.**

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2199.**

104678B

[Streamer night](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2200.**

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2201.**

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2202.**

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2203.**

104603M

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

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2204.**

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2205.**

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2206.**

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2207.**

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2208.**

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2209.**

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2210.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[BluoCaroot's solution](#)

**2211.**

102697005

[Fizz Buzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · PyPy 3-64 (first AC) · Tags: —

[BluoCaroot's solution](#)

**2212.**

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2213.**

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2214.**

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2215.**

101856K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2216.**

101856L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2217.**

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · last AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2218.**

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2219.**

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2220.**

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2221.**

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2222.**

102697009

[Hello CodeRams](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2223.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2224.**

103993C

[Reverse and Remove](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2225.**

104217D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2226.**

104217B

[Max Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)

**2227.**

104217A

[Swapped Signs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BluoCaroot's solution](#)