

Unique solved — Bucketsmith

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Count: 1,137

1.

2112A

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2.

2113A

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4.

2103A

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5.

2093A

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6.

2091B

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7.

2064A

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8.

2056A

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9.

2043A

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10.

2038J

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11.

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12.

2021A

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13.

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1980B

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15.

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17.

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18.

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19.

1946A

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20.

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21.

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22.

1933B

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23.

1933A

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24.

1925A

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25.

1923A

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26.

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27.

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28.

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1919B

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30.

1919A

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31.

1917A

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32.

1909A

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33.

1914A

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34.

1914B

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35.

1913A

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36.

1905A

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38.

1907A

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1902A

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40.

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41.

1896A

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42.

1901A

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43.

1898A

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44.

1899A

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45.

1895B

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46.

1895A

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47.

1881A

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48.

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49.

1878B

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50.

1878A

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51.

1882A

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52.

1879A

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53.

1873D

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54.

1873C

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55.

1873B

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56.

1873A

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57.

1870A

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58.

1867A

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59.

1872A

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60.

1866A

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61.

1864A

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62.

1858A

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63.

1857A

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64.

1856A

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65.

1849A

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66.

1850B

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67.

1850C

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68.

1850A

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69.

1844A

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70.

1847A

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71.

1845A

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72.

1842A

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73.

1843A

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74.

1843B

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75.

1843C

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76.

1834A

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77.

1249A

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78.

1841A

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79.

1811A

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80.

1822C

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81.

1822B

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82.

1822A

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83.

1837A

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84.

1832A

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85.

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86.

1821A

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87.

1797A

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88.

1814A

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89.

1806A

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90.

1787A

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91.

1790A

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92.

1154A

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93.

1772B

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94.

1731A

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95.

1767B

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96.

1767A

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97.

1678B1

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98.

1624A

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99.

1621A

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100.

1616A

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101.

1586A

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102.

1592A

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103.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Bucketsmith's solution](#)

104.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

105.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Bucketsmith's solution](#)

106.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Bucketsmith's solution](#)

107.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Bucketsmith's solution](#)

108.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: implementation

[Bucketsmith's solution](#)

109.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

110.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[Bucketsmith's solution](#)

111.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Bucketsmith's solution](#)

112.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Bucketsmith's solution](#)

113.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: geometry, math

[Bucketsmith's solution](#)

114.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Bucketsmith's solution](#)

115.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

116.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Bucketsmith's solution](#)

117.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Bucketsmith's solution](#)

118.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

119.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

120.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

121.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Bucketsmith's solution](#)

122.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Bucketsmith's solution](#)

123.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Bucketsmith's solution](#)

124.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[Bucketsmith's solution](#)

125.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Bucketsmith's solution](#)

126.

1878C

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

Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: math

[Bucketsmith's solution](#)

127.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

128.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

129.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Bucketsmith's solution](#)

130.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Bucketsmith's solution](#)

131.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Bucketsmith's solution](#)

132.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Bucketsmith's solution](#)

133.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Bucketsmith's solution](#)

134.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

135.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Bucketsmith's solution](#)

136.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Bucketsmith's solution](#)

137.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,482 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Bucketsmith's solution](#)

138.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Bucketsmith's solution](#)

139.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Bucketsmith's solution](#)

140.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-11-15 · GNU C11 (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

141.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

142.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Bucketsmith's solution](#)

143.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Bucketsmith's solution](#)

144.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Bucketsmith's solution](#)

145.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Bucketsmith's solution](#)

146.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Bucketsmith's solution](#)

147.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Bucketsmith's solution](#)

148.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

149.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

150.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Bucketsmith's solution](#)

151.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Bucketsmith's solution](#)

152.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Bucketsmith's solution](#)

153.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[Bucketsmith's solution](#)

154.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Bucketsmith's solution](#)

155.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,372 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Bucketsmith's solution](#)

156.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

157.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Bucketsmith's solution](#)

158.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

159.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Bucketsmith's solution](#)

160.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Bucketsmith's solution](#)

161.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

162.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Bucketsmith's solution](#)

163.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Bucketsmith's solution](#)

164.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[Bucketsmith's solution](#)

165.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Bucketsmith's solution](#)

166.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Bucketsmith's solution](#)

167.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Bucketsmith's solution](#)

168.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, number theory
[Bucketsmith's solution](#)

169.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Bucketsmith's solution](#)

170.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[Bucketsmith's solution](#)

171.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Bucketsmith's solution](#)

172.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Bucketsmith's solution](#)

173.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,117 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Bucketsmith's solution](#)

174.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

175.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

176.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

177.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Bucketsmith's solution](#)

178.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Bucketsmith's solution](#)

179.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Bucketsmith's solution](#)

180.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Bucketsmith's solution](#)

181.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Bucketsmith's solution](#)

182.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Bucketsmith's solution](#)

183.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Bucketsmith's solution](#)

184.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Bucketsmith's solution](#)

185.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Bucketsmith's solution](#)

186.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Bucketsmith's solution](#)

187.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

188.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Bucketsmith's solution](#)

189.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Bucketsmith's solution](#)

190.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Bucketsmith's solution](#)

191.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

192.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Bucketsmith's solution](#)

193.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Bucketsmith's solution](#)

194.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings

[Bucketsmith's solution](#)

195.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Bucketsmith's solution](#)

196.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

197.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Bucketsmith's solution](#)

198.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Bucketsmith's solution](#)

199.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[Bucketsmith's solution](#)

200.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Bucketsmith's solution](#)

201.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

202.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Bucketsmith's solution](#)

203.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Bucketsmith's solution](#)

204.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

205.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Bucketsmith's solution](#)

206.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

207.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

208.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Bucketsmith's solution](#)

209.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Bucketsmith's solution](#)

210.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Bucketsmith's solution](#)

211.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Bucketsmith's solution](#)

212.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Bucketsmith's solution](#)

213.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Bucketsmith's solution](#)

214.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[Bucketsmith's solution](#)

215.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Bucketsmith's solution](#)

216.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Bucketsmith's solution](#)

217.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

218.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Bucketsmith's solution](#)

219.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

220.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Bucketsmith's solution](#)

221.

2056C

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

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

[Bucketsmith's solution](#)

222.

2021B

[Maximize Mex](#) · [Tutorial](#)

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

[Bucketsmith's solution](#)

223.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Bucketsmith's solution](#)

224.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

225.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Bucketsmith's solution](#)

226.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Bucketsmith's solution](#)

227.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Bucketsmith's solution](#)

228.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Bucketsmith's solution](#)

229.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Bucketsmith's solution](#)

230.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Bucketsmith's solution](#)

231.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Bucketsmith's solution](#)

232.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Bucketsmith's solution](#)

233.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Bucketsmith's solution](#)

234.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Bucketsmith's solution](#)

235.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Bucketsmith's solution](#)

236.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Bucketsmith's solution](#)

237.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Bucketsmith's solution](#)

238.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[Bucketsmith's solution](#)

239.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

240.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

241.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Bucketsmith's solution](#)

242.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Bucketsmith's solution](#)

243.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Bucketsmith's solution](#)

244.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Bucketsmith's solution](#)

245.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

246.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: bitmasks, math

[Bucketsmith's solution](#)

247.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Bucketsmith's solution](#)

248.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Bucketsmith's solution](#)

249.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Bucketsmith's solution](#)

250.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Bucketsmith's solution](#)

251.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 1300 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Bucketsmith's solution](#)

252.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Bucketsmith's solution](#)

253.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[Bucketsmith's solution](#)

254.

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers
[Bucketsmith's solution](#)

255.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[Bucketsmith's solution](#)

256.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[Bucketsmith's solution](#)

257.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Bucketsmith's solution](#)

258.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Bucketsmith's solution](#)

259.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Bucketsmith's solution](#)

260.

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
[Bucketsmith's solution](#)

261.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Bucketsmith's solution](#)

262.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[Bucketsmith's solution](#)

263.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[Bucketsmith's solution](#)

264.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Bucketsmith's solution](#)

265.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[Bucketsmith's solution](#)

266.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Bucketsmith's solution](#)

267.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Bucketsmith's solution](#)

268.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Bucketsmith's solution](#)

269.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Bucketsmith's solution](#)

270.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Bucketsmith's solution](#)

271.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Bucketsmith's solution](#)

272.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Bucketsmith's solution](#)

273.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

[Bucketsmith's solution](#)

274.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Bucketsmith's solution](#)

275.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[Bucketsmith's solution](#)

276.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Bucketsmith's solution](#)

277.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[Bucketsmith's solution](#)

278.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Bucketsmith's solution](#)

279.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[Bucketsmith's solution](#)

280.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Bucketsmith's solution](#)

281.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Bucketsmith's solution](#)

282.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-17 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[Bucketsmith's solution](#)

283.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Bucketsmith's solution](#)

284.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Bucketsmith's solution](#)

285.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-28 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Bucketsmith's solution](#)

286.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Bucketsmith's solution](#)

287.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

288.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Bucketsmith's solution](#)

289.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Bucketsmith's solution](#)

290.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Bucketsmith's solution](#)

291.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Bucketsmith's solution](#)

292.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Bucketsmith's solution](#)

293.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Bucketsmith's solution](#)

294.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Bucketsmith's solution](#)

295.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Bucketsmith's solution](#)

296.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[Bucketsmith's solution](#)

297.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Bucketsmith's solution](#)

298.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

299.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

300.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Bucketsmith's solution](#)

301.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Bucketsmith's solution](#)

302.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Bucketsmith's solution](#)

303.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[Bucketsmith's solution](#)

304.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,750 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Bucketsmith's solution](#)

305.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Bucketsmith's solution](#)

306.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Bucketsmith's solution](#)

307.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms
[Bucketsmith's solution](#)

308.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Bucketsmith's solution](#)

309.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Bucketsmith's solution](#)

310.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Bucketsmith's solution](#)

311.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Bucketsmith's solution](#)

312.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[Bucketsmith's solution](#)

313.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[Bucketsmith's solution](#)

314.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[Bucketsmith's solution](#)

315.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[Bucketsmith's solution](#)

316.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Bucketsmith's solution](#)

317.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Bucketsmith's solution](#)

318.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[Bucketsmith's solution](#)

319.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Bucketsmith's solution](#)

320.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Bucketsmith's solution](#)

321.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Bucketsmith's solution](#)

322.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings
[Bucketsmith's solution](#)

323.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[Bucketsmith's solution](#)

324.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Bucketsmith's solution](#)

325.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Bucketsmith's solution](#)

326.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Bucketsmith's solution](#)

327.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Bucketsmith's solution](#)

328.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Bucketsmith's solution](#)

329.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · last AC: 2025-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Bucketsmith's solution](#)

330.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Bucketsmith's solution](#)

331.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Bucketsmith's solution](#)

332.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,549 global accepts · Rating: 1500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Bucketsmith's solution](#)

333.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Bucketsmith's solution](#)

334.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Bucketsmith's solution](#)

335.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

336.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Bucketsmith's solution](#)

337.

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

[Bucketsmith's solution](#)

338.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Bucketsmith's solution](#)

339.

1872E

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

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Bucketsmith's solution](#)

340.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Bucketsmith's solution](#)

341.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Bucketsmith's solution](#)

342.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Bucketsmith's solution](#)

343.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Bucketsmith's solution](#)

344.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-06-08 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory

[Bucketsmith's solution](#)

345.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Bucketsmith's solution](#)

346.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Bucketsmith's solution](#)

347.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Bucketsmith's solution](#)

348.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Bucketsmith's solution](#)

349.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Bucketsmith's solution](#)

350.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Bucketsmith's solution](#)

351.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Bucketsmith's solution](#)

352.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Bucketsmith's solution](#)

353.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

354.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Bucketsmith's solution](#)

355.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: greedy

[Bucketsmith's solution](#)

356.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Bucketsmith's solution](#)

357.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Bucketsmith's solution](#)

358.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[Bucketsmith's solution](#)

359.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-13 · last AC: 2025-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Bucketsmith's solution](#)

360.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Bucketsmith's solution](#)

361.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Bucketsmith's solution](#)

362.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Bucketsmith's solution](#)

363.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Bucketsmith's solution](#)

364.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Bucketsmith's solution](#)

365.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,214 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Bucketsmith's solution](#)

366.

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

[Bucketsmith's solution](#)

367.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[Bucketsmith's solution](#)

368.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Bucketsmith's solution](#)

369.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Bucketsmith's solution](#)

370.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2023-07-24 · last AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[Bucketsmith's solution](#)

371.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

372.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Bucketsmith's solution](#)

373.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Bucketsmith's solution](#)

374.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,794 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[Bucketsmith's solution](#)

375.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Bucketsmith's solution](#)

376.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Bucketsmith's solution](#)

377.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Bucketsmith's solution](#)

378.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
[Bucketsmith's solution](#)

379.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Bucketsmith's solution](#)

380.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: probabilities
[Bucketsmith's solution](#)

381.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, two pointers
[Bucketsmith's solution](#)

382.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Bucketsmith's solution](#)

383.

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[Bucketsmith's solution](#)

384.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[Bucketsmith's solution](#)

385.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[Bucketsmith's solution](#)

386.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Bucketsmith's solution](#)

387.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Bucketsmith's solution](#)

388.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Bucketsmith's solution](#)

389.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Bucketsmith's solution](#)

390.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[Bucketsmith's solution](#)

391.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Bucketsmith's solution](#)

392.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Bucketsmith's solution](#)

393.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Bucketsmith's solution](#)

394.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Bucketsmith's solution](#)

395.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

396.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Bucketsmith's solution](#)

397.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Bucketsmith's solution](#)

398.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Bucketsmith's solution](#)

399.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Bucketsmith's solution](#)

400.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Bucketsmith's solution](#)

401.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Bucketsmith's solution](#)

402.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Bucketsmith's solution](#)

403.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Bucketsmith's solution](#)

404.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Bucketsmith's solution](#)

405.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Bucketsmith's solution](#)

406.

1000C

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

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Bucketsmith's solution](#)

407.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Bucketsmith's solution](#)

408.

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

[Bucketsmith's solution](#)

409.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Bucketsmith's solution](#)

410.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Bucketsmith's solution](#)

411.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Bucketsmith's solution](#)

412.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Bucketsmith's solution](#)

413.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Bucketsmith's solution](#)

414.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

415.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Bucketsmith's solution](#)

416.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Bucketsmith's solution](#)

417.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Bucketsmith's solution](#)

418.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Bucketsmith's solution](#)

419.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Bucketsmith's solution](#)

420.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Bucketsmith's solution](#)

421.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Bucketsmith's solution](#)

422.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Bucketsmith's solution](#)

423.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Bucketsmith's solution](#)

424.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Bucketsmith's solution](#)

425.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Bucketsmith's solution](#)

426.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: brute force, math

[Bucketsmith's solution](#)

427.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Bucketsmith's solution](#)

428.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Bucketsmith's solution](#)

429.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Bucketsmith's solution](#)

430.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Bucketsmith's solution](#)

431.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Bucketsmith's solution](#)

432.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Bucketsmith's solution](#)

433.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Bucketsmith's solution](#)

434.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Bucketsmith's solution](#)

435.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Bucketsmith's solution](#)

436.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Bucketsmith's solution](#)

437.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Bucketsmith's solution](#)

438.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Bucketsmith's solution](#)

439.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2020-09-23 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Bucketsmith's solution](#)

440.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Bucketsmith's solution](#)

441.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Bucketsmith's solution](#)

442.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Bucketsmith's solution](#)

443.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Bucketsmith's solution](#)

444.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Bucketsmith's solution](#)

445.

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

[Bucketsmith's solution](#)

446.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Bucketsmith's solution](#)

447.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[Bucketsmith's solution](#)

448.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[Bucketsmith's solution](#)

449.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Bucketsmith's solution](#)

450.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[Bucketsmith's solution](#)

451.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math
[Bucketsmith's solution](#)

452.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[Bucketsmith's solution](#)

453.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Bucketsmith's solution](#)

454.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[Bucketsmith's solution](#)

455.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[Bucketsmith's solution](#)

456.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[Bucketsmith's solution](#)

457.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[Bucketsmith's solution](#)

458.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Bucketsmith's solution](#)

459.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Bucketsmith's solution](#)

460.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Bucketsmith's solution](#)

461.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Bucketsmith's solution](#)

462.

1872F

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

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Bucketsmith's solution](#)

463.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Bucketsmith's solution](#)

464.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Bucketsmith's solution](#)

465.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Bucketsmith's solution](#)

466.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Bucketsmith's solution](#)

467.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[Bucketsmith's solution](#)

468.

1851F

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

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[Bucketsmith's solution](#)

469.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[Bucketsmith's solution](#)

470.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[Bucketsmith's solution](#)

471.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[Bucketsmith's solution](#)

472.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[Bucketsmith's solution](#)

473.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
[Bucketsmith's solution](#)

474.

1824B1

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

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

475.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation
[Bucketsmith's solution](#)

476.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Bucketsmith's solution](#)

477.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[Bucketsmith's solution](#)

478.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Bucketsmith's solution](#)

479.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Bucketsmith's solution](#)

480.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Bucketsmith's solution](#)

481.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Bucketsmith's solution](#)

482.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Bucketsmith's solution](#)

483.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Bucketsmith's solution](#)

484.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Bucketsmith's solution](#)

485.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Bucketsmith's solution](#)

486.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Bucketsmith's solution](#)

487.

1113D

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

Rating: 1800 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Bucketsmith's solution](#)

488.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings
[Bucketsmith's solution](#)

489.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Bucketsmith's solution](#)

490.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[Bucketsmith's solution](#)

491.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[Bucketsmith's solution](#)

492.

2093G

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

Quality: 3,805 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
[Bucketsmith's solution](#)

493.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[Bucketsmith's solution](#)

494.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · last AC: 2025-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[Bucketsmith's solution](#)

495.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2023-07-19 · last AC: 2025-03-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[Bucketsmith's solution](#)

496.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2025-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees
[Bucketsmith's solution](#)

497.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[Bucketsmith's solution](#)

498.

2021C2

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

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

[Bucketsmith's solution](#)

499.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Bucketsmith's solution](#)

500.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Bucketsmith's solution](#)

501.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Bucketsmith's solution](#)

502.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[Bucketsmith's solution](#)

503.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Bucketsmith's solution](#)

504.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Bucketsmith's solution](#)

505.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Bucketsmith's solution](#)

506.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Bucketsmith's solution](#)

507.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

508.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Bucketsmith's solution](#)

509.

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

[Bucketsmith's solution](#)

510.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Bucketsmith's solution](#)

511.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Bucketsmith's solution](#)

512.

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

[Bucketsmith's solution](#)

513.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

514.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Bucketsmith's solution](#)

515.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Bucketsmith's solution](#)

516.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Bucketsmith's solution](#)

517.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Bucketsmith's solution](#)

518.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Bucketsmith's solution](#)

519.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Bucketsmith's solution](#)

520.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Bucketsmith's solution](#)

521.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Bucketsmith's solution](#)

522.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Bucketsmith's solution](#)

523.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

524.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Bucketsmith's solution](#)

525.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Bucketsmith's solution](#)

526.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Bucketsmith's solution](#)

527.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Bucketsmith's solution](#)

528.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Bucketsmith's solution](#)

529.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2020-09-06 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Bucketsmith's solution](#)

530.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Bucketsmith's solution](#)

531.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Bucketsmith's solution](#)

532.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Bucketsmith's solution](#)

533.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Bucketsmith's solution](#)

534.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Bucketsmith's solution](#)

535.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[Bucketsmith's solution](#)

536.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Bucketsmith's solution](#)

537.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Bucketsmith's solution](#)

538.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Bucketsmith's solution](#)

539.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Bucketsmith's solution](#)

540.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Bucketsmith's solution](#)

541.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · last AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Bucketsmith's solution](#)

542.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Bucketsmith's solution](#)

543.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Bucketsmith's solution](#)

544.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Bucketsmith's solution](#)

545.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Bucketsmith's solution](#)

546.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Bucketsmith's solution](#)

547.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Bucketsmith's solution](#)

548.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-26 · Go (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Bucketsmith's solution](#)

549.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Bucketsmith's solution](#)

550.

1546D

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

Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[Bucketsmith's solution](#)

551.

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Bucketsmith's solution](#)

552.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Bucketsmith's solution](#)

553.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp

[Bucketsmith's solution](#)

554.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[Bucketsmith's solution](#)

555.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Bucketsmith's solution](#)

556.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Bucketsmith's solution](#)

557.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Bucketsmith's solution](#)

558.

2103D

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

Quality: 3,983 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

[Bucketsmith's solution](#)

559.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: ternary search

[Bucketsmith's solution](#)

560.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Bucketsmith's solution](#)

561.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Bucketsmith's solution](#)

562.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 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

[Bucketsmith's solution](#)

563.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Bucketsmith's solution](#)

564.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Bucketsmith's solution](#)

565.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Bucketsmith's solution](#)

566.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Bucketsmith's solution](#)

567.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Bucketsmith's solution](#)

568.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Bucketsmith's solution](#)

569.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[Bucketsmith's solution](#)

570.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Bucketsmith's solution](#)

571.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Bucketsmith's solution](#)

572.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Bucketsmith's solution](#)

573.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Bucketsmith's solution](#)

574.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Bucketsmith's solution](#)

575.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[Bucketsmith's solution](#)

576.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Bucketsmith's solution](#)

577.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Bucketsmith's solution](#)

578.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Bucketsmith's solution](#)

579.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Bucketsmith's solution](#)

580.

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[Bucketsmith's solution](#)

581.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Bucketsmith's solution](#)

582.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Bucketsmith's solution](#)

583.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Bucketsmith's solution](#)

584.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Bucketsmith's solution](#)

585.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[Bucketsmith's solution](#)

586.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Bucketsmith's solution](#)

587.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Bucketsmith's solution](#)

588.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Bucketsmith's solution](#)

589.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Bucketsmith's solution](#)

590.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Bucketsmith's solution](#)

591.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Bucketsmith's solution](#)

592.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Bucketsmith's solution](#)

593.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Bucketsmith's solution](#)

594.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Bucketsmith's solution](#)

595.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Bucketsmith's solution](#)

596.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Bucketsmith's solution](#)

597.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Bucketsmith's solution](#)

598.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Bucketsmith's solution](#)

599.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2025-05-19 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Bucketsmith's solution](#)

600.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Bucketsmith's solution](#)

601.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, trees

[Bucketsmith's solution](#)

602.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Bucketsmith's solution](#)

603.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Bucketsmith's solution](#)

604.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Bucketsmith's solution](#)

605.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-08-01 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Bucketsmith's solution](#)

606.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Bucketsmith's solution](#)

607.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

608.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Bucketsmith's solution](#)

609.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

610.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Bucketsmith's solution](#)

611.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2024-02-22 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Bucketsmith's solution](#)

612.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[Bucketsmith's solution](#)

613.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Bucketsmith's solution](#)

614.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Bucketsmith's solution](#)

615.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Bucketsmith's solution](#)

616.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Bucketsmith's solution](#)

617.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Bucketsmith's solution](#)

618.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Bucketsmith's solution](#)

619.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Bucketsmith's solution](#)

620.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Bucketsmith's solution](#)

621.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Bucketsmith's solution](#)

622.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Bucketsmith's solution](#)

623.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Bucketsmith's solution](#)

624.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Bucketsmith's solution](#)

625.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Bucketsmith's solution](#)

626.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Bucketsmith's solution](#)

627.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Bucketsmith's solution](#)

628.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Bucketsmith's solution](#)

629.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Bucketsmith's solution](#)

630.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Bucketsmith's solution](#)

631.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Bucketsmith's solution](#)

632.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Bucketsmith's solution](#)

633.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Bucketsmith's solution](#)

634.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Bucketsmith's solution](#)

635.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Bucketsmith's solution](#)

636.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Bucketsmith's solution](#)

637.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Bucketsmith's solution](#)

638.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[Bucketsmith's solution](#)

639.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[Bucketsmith's solution](#)

640.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[Bucketsmith's solution](#)

641.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[Bucketsmith's solution](#)

642.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[Bucketsmith's solution](#)

643.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Bucketsmith's solution](#)

644.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[Bucketsmith's solution](#)

645.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[Bucketsmith's solution](#)

646.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[Bucketsmith's solution](#)

647.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[Bucketsmith's solution](#)

648.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Bucketsmith's solution](#)

649.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Bucketsmith's solution](#)

650.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures, dp

[Bucketsmith's solution](#)

651.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2021-01-06 · GNU C11 (first AC) · Tags: brute force, greedy, implementation, strings

[Bucketsmith's solution](#)

652.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-29 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Bucketsmith's solution](#)

653.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Bucketsmith's solution](#)

654.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-12-01 · last AC: 2020-12-02 · GNU C11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Bucketsmith's solution](#)

655.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Bucketsmith's solution](#)

656.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-06-11 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Bucketsmith's solution](#)

657.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-08-23 · last AC: 2025-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Bucketsmith's solution](#)

658.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Bucketsmith's solution](#)

659.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Bucketsmith's solution](#)

660.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Bucketsmith's solution](#)

661.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Bucketsmith's solution](#)

662.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Bucketsmith's solution](#)

663.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, ternary search

[Bucketsmith's solution](#)

664.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Bucketsmith's solution](#)

665.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Bucketsmith's solution](#)

666.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[Bucketsmith's solution](#)

667.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Bucketsmith's solution](#)

668.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Bucketsmith's solution](#)

669.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Bucketsmith's solution](#)

670.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Bucketsmith's solution](#)

671.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Bucketsmith's solution](#)

672.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Bucketsmith's solution](#)

673.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

674.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Bucketsmith's solution](#)

675.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Bucketsmith's solution](#)

676.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Bucketsmith's solution](#)

677.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[Bucketsmith's solution](#)

678.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[Bucketsmith's solution](#)

679.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[Bucketsmith's solution](#)

680.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[Bucketsmith's solution](#)

681.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[Bucketsmith's solution](#)

682.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[Bucketsmith's solution](#)

683.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[Bucketsmith's solution](#)

684.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[Bucketsmith's solution](#)

685.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[Bucketsmith's solution](#)

686.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[Bucketsmith's solution](#)

687.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Bucketsmith's solution](#)

688.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Bucketsmith's solution](#)

689.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Bucketsmith's solution](#)

690.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Bucketsmith's solution](#)

691.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Bucketsmith's solution](#)

692.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Bucketsmith's solution](#)

693.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Bucketsmith's solution](#)

694.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Bucketsmith's solution](#)

695.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Bucketsmith's solution](#)

696.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Bucketsmith's solution](#)

697.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Bucketsmith's solution](#)

698.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Bucketsmith's solution](#)

699.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Bucketsmith's solution](#)

700.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Bucketsmith's solution](#)

701.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Bucketsmith's solution](#)

702.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Bucketsmith's solution](#)

703.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Bucketsmith's solution](#)

704.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Bucketsmith's solution](#)

705.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Bucketsmith's solution](#)

706.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Bucketsmith's solution](#)

707.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Bucketsmith's solution](#)

708.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Bucketsmith's solution](#)

709.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-04-12 · last AC: 2026-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Bucketsmith's solution](#)

710.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · last AC: 2025-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Bucketsmith's solution](#)

711.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[Bucketsmith's solution](#)

712.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Bucketsmith's solution](#)

713.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Bucketsmith's solution](#)

714.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Bucketsmith's solution](#)

715.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Bucketsmith's solution](#)

716.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-01-04 · last AC: 2025-05-18 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Bucketsmith's solution](#)

717.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Bucketsmith's solution](#)

718.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Bucketsmith's solution](#)

719.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Bucketsmith's solution](#)

720.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Bucketsmith's solution](#)

721.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Bucketsmith's solution](#)

722.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Bucketsmith's solution](#)

723.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Bucketsmith's solution](#)

724.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Bucketsmith's solution](#)

725.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Bucketsmith's solution](#)

726.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Bucketsmith's solution](#)

727.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Bucketsmith's solution](#)

728.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2024-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Bucketsmith's solution](#)

729.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Bucketsmith's solution](#)

730.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Bucketsmith's solution](#)

731.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Bucketsmith's solution](#)

732.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Bucketsmith's solution](#)

733.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Bucketsmith's solution](#)

734.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Bucketsmith's solution](#)

735.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Bucketsmith's solution](#)

736.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Bucketsmith's solution](#)

737.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-21 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Bucketsmith's solution](#)

738.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

739.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Bucketsmith's solution](#)

740.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Bucketsmith's solution](#)

741.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Bucketsmith's solution](#)

742.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Bucketsmith's solution](#)

743.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Bucketsmith's solution](#)

744.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Bucketsmith's solution](#)

745.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Bucketsmith's solution](#)

746.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

747.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Bucketsmith's solution](#)

748.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Bucketsmith's solution](#)

749.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Bucketsmith's solution](#)

750.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Bucketsmith's solution](#)

751.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Bucketsmith's solution](#)

752.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Bucketsmith's solution](#)

753.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Bucketsmith's solution](#)

754.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Bucketsmith's solution](#)

755.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Bucketsmith's solution](#)

756.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Bucketsmith's solution](#)

757.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-11-23 · last AC: 2022-12-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Bucketsmith's solution](#)

758.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Bucketsmith's solution](#)

759.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Bucketsmith's solution](#)

760.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Bucketsmith's solution](#)

761.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Bucketsmith's solution](#)

762.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Bucketsmith's solution](#)

763.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: data structures

[Bucketsmith's solution](#)

764.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-12-28 · last AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Bucketsmith's solution](#)

765.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-08-15 · last AC: 2025-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp,

trees

[Bucketsmith's solution](#)

766.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Bucketsmith's solution](#)

767.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Bucketsmith's solution](#)

768.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, graphs

[Bucketsmith's solution](#)

769.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Bucketsmith's solution](#)

770.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Bucketsmith's solution](#)

771.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Bucketsmith's solution](#)

772.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Bucketsmith's solution](#)

773.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Bucketsmith's solution](#)

774.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Bucketsmith's solution](#)

775.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Bucketsmith's solution](#)

776.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Bucketsmith's solution](#)

777.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Bucketsmith's solution](#)

778.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Bucketsmith's solution](#)

779.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Bucketsmith's solution](#)

780.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Bucketsmith's solution](#)

781.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Bucketsmith's solution](#)

782.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Bucketsmith's solution](#)

783.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Bucketsmith's solution](#)

784.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

785.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Bucketsmith's solution](#)

786.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Bucketsmith's solution](#)

787.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Bucketsmith's solution](#)

788.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Bucketsmith's solution](#)

789.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Bucketsmith's solution](#)

790.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Bucketsmith's solution](#)

791.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Bucketsmith's solution](#)

792.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Bucketsmith's solution](#)

793.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Bucketsmith's solution](#)

794.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[Bucketsmith's solution](#)

795.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Bucketsmith's solution](#)

796.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Bucketsmith's solution](#)

797.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[Bucketsmith's solution](#)

798.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Bucketsmith's solution](#)

799.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Bucketsmith's solution](#)

800.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Bucketsmith's solution](#)

801.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Bucketsmith's solution](#)

802.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Bucketsmith's solution](#)

803.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Bucketsmith's solution](#)

804.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Bucketsmith's solution](#)

805.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Bucketsmith's solution](#)

806.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Bucketsmith's solution](#)

807.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Bucketsmith's solution](#)

808.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Bucketsmith's solution](#)

809.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Bucketsmith's solution](#)

810.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[Bucketsmith's solution](#)

811.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C11 (first AC) · Tags: binary search, data structures, two pointers

[Bucketsmith's solution](#)

812.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Bucketsmith's solution](#)

813.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Bucketsmith's solution](#)

814.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Bucketsmith's solution](#)

815.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Bucketsmith's solution](#)

816.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Bucketsmith's solution](#)

817.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[Bucketsmith's solution](#)

818.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Bucketsmith's solution](#)

819.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Bucketsmith's solution](#)

820.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Bucketsmith's solution](#)

821.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Bucketsmith's solution](#)

822.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Bucketsmith's solution](#)

823.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[Bucketsmith's solution](#)

824.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Bucketsmith's solution](#)

825.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Bucketsmith's solution](#)

826.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Bucketsmith's solution](#)

827.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Bucketsmith's solution](#)

828.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Bucketsmith's solution](#)

829.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[Bucketsmith's solution](#)

830.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Bucketsmith's solution](#)

831.

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

[Bucketsmith's solution](#)

832.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Bucketsmith's solution](#)

833.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Bucketsmith's solution](#)

834.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Bucketsmith's solution](#)

835.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Bucketsmith's solution](#)

836.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Bucketsmith's solution](#)

837.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Bucketsmith's solution](#)

838.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Bucketsmith's solution](#)

839.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Bucketsmith's solution](#)

840.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Bucketsmith's solution](#)

841.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Bucketsmith's solution](#)

842.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Bucketsmith's solution](#)

843.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Bucketsmith's solution](#)

844.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Bucketsmith's solution](#)

845.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Bucketsmith's solution](#)

846.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Bucketsmith's solution](#)

847.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Bucketsmith's solution](#)

848.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Bucketsmith's solution](#)

849.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Bucketsmith's solution](#)

850.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Bucketsmith's solution](#)

851.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Bucketsmith's solution](#)

852.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Bucketsmith's solution](#)

853.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings,

greedy

[Bucketsmith's solution](#)

854.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-21 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Bucketsmith's solution](#)

855.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Bucketsmith's solution](#)

856.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Bucketsmith's solution](#)

857.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Bucketsmith's solution](#)

858.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Bucketsmith's solution](#)

859.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Bucketsmith's solution](#)

860.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Bucketsmith's solution](#)

861.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Bucketsmith's solution](#)

862.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[Bucketsmith's solution](#)

863.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Bucketsmith's solution](#)

864.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Bucketsmith's solution](#)

865.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Bucketsmith's solution](#)

866.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[Bucketsmith's solution](#)

867.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Bucketsmith's solution](#)

868.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-04 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Bucketsmith's solution](#)

869.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Bucketsmith's solution](#)

870.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Bucketsmith's solution](#)

871.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Bucketsmith's solution](#)

872.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Bucketsmith's solution](#)

873.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[Bucketsmith's solution](#)

874.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[Bucketsmith's solution](#)

875.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Bucketsmith's solution](#)

876.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Bucketsmith's solution](#)

877.

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Bucketsmith's solution](#)

878.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Bucketsmith's solution](#)

879.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Bucketsmith's solution](#)

880.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Bucketsmith's solution](#)

881.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Bucketsmith's solution](#)

882.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Bucketsmith's solution](#)

883.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Bucketsmith's solution](#)

884.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Bucketsmith's solution](#)

885.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Bucketsmith's solution](#)

886.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Bucketsmith's solution](#)

887.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Bucketsmith's solution](#)

888.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Bucketsmith's solution](#)

889.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Bucketsmith's solution](#)

890.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[Bucketsmith's solution](#)

891.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Bucketsmith's solution](#)

892.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Bucketsmith's solution](#)

893.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Bucketsmith's solution](#)

894.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

895.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Bucketsmith's solution](#)

896.

106463A

[Circular Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

897.

106463C

[Banana Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

898.

106463B

[Food Fight](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

899.

106430F

[Bessie at the Bank](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

900.

106430C

[Bessie and Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

901.

106430B

[Bessie And Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

902.

106430H

[Bessie and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

903.

106429D

[Binary Beaver](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

904.

106429C

[Carrot Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

905.

106429B

[Orange Pit](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

906.

106429A

[Tart Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

907.

106328F

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

908.

106328M

[Classic Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

909.

106328L

[Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

910.

106328J

[Someone's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

911.

106328I

[Operating System](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

912.

106328D

[Xor And Mul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

913.

106328C

[Count Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

914.

106328B

[Odd Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

915.

106328A

[DeepTreek](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

916.

106363A

[Lover's Gift](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: —

[Bucketsmith's solution](#)

917.

106363F

[Four in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

918.

106363G

[Love Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

919.

105009B

[Two Way Homework](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

920.

106307B

[Tree permutations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

921.

106307H

[Gray Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

922.

106307F

[Is this Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

923.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

924.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

925.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

926.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

927.

106250F

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

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

928.

106250C

[Busy Beaver's Faulty Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

929.

106250E

[Mahjong Connect](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

930.

106250D

[Exam Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

931.

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

932.

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

933.

106043F

[Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

934.

106043I

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

935.

106049E

[Diagonal Modification](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

936.

106049D

[Explosive String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

937.

106052G

[Domain Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

938.

106052F

[Tyger Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

939.

106052E

[Ice Cream Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

940.

105934D

[Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

941.

105934C

[Bumpy Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

942.

105934B

[Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

943.

105934A

[Mysterious Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

944.

105909B

[waiter, ~!š](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

945.

105909M

[{,N}018 w Y'\[fu z ^•ç¼çzP•\[](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

946.

105909K

[UNOŸ](#) [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

947.

105909H

[What is all you need?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

948.

105909A

[hEvo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

949.

105887D

[žAňvaj-Š](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

950.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

951.

105887B

[Rt](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

952.

105887C

[S:WOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

953.

105887H

[•Pc](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

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[h NtíVal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

955.

105887F

[•bž»Np](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

956.

105887A

[~vifonCpA ~Üv,,](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

957.

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

958.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

959.

105706A

[Neq Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Bucketsmith's solution](#)

960.

105679H

[Hop on all the Double-Deckers!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

961.

105679G

[Lucky Red Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

962.

105679E

[A Symphony of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

963.

105679B

[Ping Pong Pinball](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

964.

105430B

[AUBREY](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

965.

105430A

[SUNNY](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

966.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, games

[Bucketsmith's solution](#)

967.

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

968.

105348F

[Sub Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

969.

105348B

[And Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

970.

105348A

[Try and Cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

971.

105322E

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

972.

105322D

[Iwanna](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

973.

105322C

[Genshin Impact](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

974.

105322B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

975.

105322A

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

976.

105239G

[Butterball on a Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

977.

105239F

[Large Tiling With Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

978.

105239C

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

979.

105239A

[1-Stable Sequence by Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

980.

105310E

[math problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

981.

105310D

[Range Flips](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

982.

105310C

[Red Pandacakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

983.

105310B

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

984.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

985.

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

986.

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

987.

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

988.

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

989.

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

990.

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

991.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

992.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

993.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

994.

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

995.

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

996.

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

997.

105264B

[Depth Range Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

998.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

999.

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1000.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1001.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1002.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1003.

105270F1

[Award from Wuhudsm\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1004.

105270E

[Not a Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1005.

105270D

[Eleven](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1006.

105270C

[Range Contradiction](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1007.

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1008.

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1009.

105284F

[Stage 4](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1010.

105284G

[Ifrit Tile](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1011.

105284C

[Monkey Math Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1012.

105284B

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1013.

105284A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1014.

105263E

[Painting Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1015.

105263D

[Pokémon Tazos](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1016.

105263C

[VonitA Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1017.

105263B

[Covering Holes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1018.

105263A

[DDoS Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1019.

105262L

[Growing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1020.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1021.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1022.

105262F

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

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1023.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1024.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1025.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1026.

105262M

[Maximum Subarray Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1027.

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: —

[Bucketsmith's solution](#)

1028.

105262A

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

Rating: — · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1029.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1030.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1031.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1032.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1033.

105245E

[XOR Priority](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1034.

105245D

[Permutational Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1035.

105245C

[Super Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1036.

105245B

[Circular Cone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1037.

105245A

[King Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1038.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1039.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1040.

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1041.

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1042.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1043.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1044.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1045.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1046.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1047.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1048.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1049.

105186C

[Renovations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1050.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1051.

105192F

[Iura's Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1052.

105192D

[Walking the Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1053.

105192C

[XOR Boss Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1054.

105192B

[Is this FFT?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1055.

105192A

[Jellyfish Can't Swim in the Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1056.

105009L

[Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1057.

105067K

[ANDtreew](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1058.

105104G

[Grading Papers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1059.

105028A

[Minimum Black Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1060.

105028B

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

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1061.

105003E

[To Play or Not to Play, That is the Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1062.

105003D

[Changes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1063.

105003C

[Equipartition](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1064.

105003B

[Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1065.

105003A

[Debugging Terence Tao's Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1066.

105022B

[Twin Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1067.

105022A

[Truck-Kun](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · Python 3 (first AC) · Tags: —

[Bucketsmith's solution](#)

1068.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Bucketsmith's solution](#)

1069.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Bucketsmith's solution](#)

1070.

105012J

[Jovial Jaunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1071.

105012K

[Kickball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1072.

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1073.

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1074.

105012I

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

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1075.

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1076.

105012H

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

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1077.

104969J

[Batch Please!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1078.

104969I

[Pizza Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1079.

104969G

[Slicing the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1080.

104969F

[Pizza Stack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1081.

104969D

[Feeding the Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1082.

104969E

[Pizza Expiry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1083.

104969C

[Running out of Pizza Taco](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1084.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[Bucketsmith's solution](#)

1085.

1044412

[Switching TV-Channels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1086.

1044411

[Long training](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1087.

104725H

[W&N2n8b](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1088.

104725G

[1/2pufSi!ub](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1089.

104725B

[~EqNkf'](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Bucketsmith's solution](#)

1090.

104725F

[g T N S G \[P ^ R](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1091.

104725L

[Q T o n b](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1092.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1093.

104725A

[u 7 A 2 2 1 e Q N](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Bucketsmith's solution](#)

1094.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1095.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1096.

104619C

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1097.

104619A

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1098.

104619L

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1099.

104619K

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104619J

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1101.

104460K

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1102.

104460J

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1103.

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1104.

104460C

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1105.

104460B

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1106.

104460E

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1107.

104460F

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1108.

104460L

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1109.

104426G

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1110.

104426B

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1111.

104414I

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1112.

104414A

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1113.

104414B

[6thorjep](#)

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1114.

104386E

[Gridy](#) · [Tutorial](#)

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1115.

104386F

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Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1116.

104386D

[Comic Numbers](#) · [Tutorial](#)

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1117.

104386C

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1118.

104386B

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1119.

104386A

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1120.

104229B

[Lego Wall](#) · [Tutorial](#)

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[Bucketsmith's solution](#)

1121.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1122.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1123.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1124.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1125.

104303J

[Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Bucketsmith's solution](#)

1126.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Bucketsmith's solution](#)

1127.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

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1128.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

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1129.

104065K

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Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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1130.

104023J

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1131.

102894D

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1132.

102889C

[Not a P](#)

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1133.

103081H

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1134.

103049I

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102700E

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102700B

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Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[Bucketsmith's solution](#)**1137.**

1331A

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